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PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

LORD OF THE RINGS THE TWO TOWERS

Full review of EA's amazing Middle-Earth mauler

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Colin McRae 3 & WRC II Extreme go head to head on the track

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ISSUE 09 DECEMBER 2002
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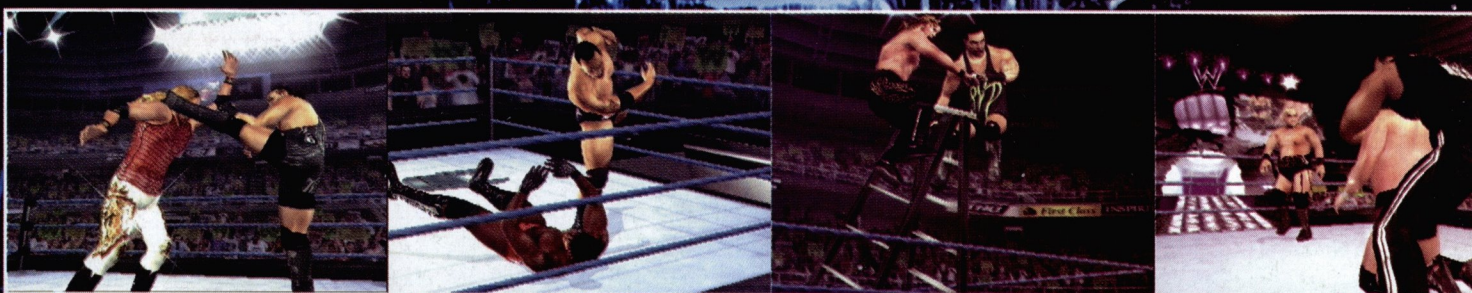


WE BRING, THE WHUPPIN'



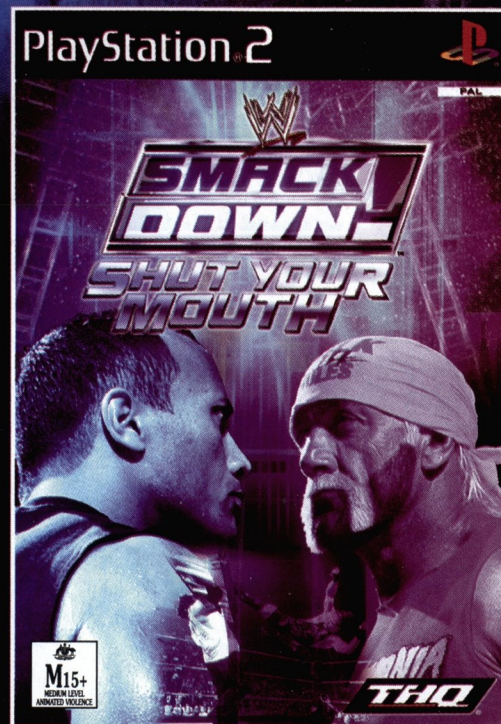
YOU BRING THE ASS!™

- Updated roster featuring even more World Wrestling Superstars including, Hollywood Hulk Hogan, Stacy Keibler, DDP™, Ric Flair™, Brock Lesner, Booker T, Hurricane, RVD, Torrie Wilson, the nWo® and many more!
- More than 55 playable characters
- Non-playable characters including JR, The King, Debra, Linda McMahon, Earl Hebner and Michael Cole
- In-depth story mode with multiple character paths and for the first time, players will have the option to enter Superstars into a World Wrestling draft pool
- New match types including Elimination Tag, Captain Fall Tornado Six-Man Tag and Slobber Knocker Anywhere
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- Improved Create-a-Wrestler mode
- Enhanced multiplayer capabilities including six-player tag team, handicap and triple threat match variations
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"Easily the best and most realistic wrestling game yet"

PlayStation 2
OFFICIAL MAGAZINE-UK



PlayStation 2



ISSUE 09 :: DECEMBER 2002

GAME REVIEWS



ON THE COVER

Taking Tolkien's adventure to the Third Place - *LOTR: The Two Towers*

056 LORD OF THE RINGS: THE TWO TOWERS

EA's movie-licensed mauler proves to be one of the finest hack 'n' slash adventures of all time.

062 WWE SMACKDOWN: SHUT YOUR MOUTH

The beefcake soap opera is brought to life in the best WWE title to grace a gaming console.

066 RATCHET & CLANK

Platform perfection, or is Clank a clunker?
OPS2 found out for you.

070 KINGDOM HEARTS
072 COLIN MCRAE 3
074 WRC II EXTREME

076 RUN LIKE HELL
078 MARVEL VS. CAPCOM 2
080 FIFA 2003
081 PRO EVOLUTION SOCCER 2
082 THE SUM OF ALL FEARS
084 FORMULA ONE 2002
085 KELLY SLATER'S PRO SURFER
086 ROCKY
088 GHOST RECON
090 TREASURE PLANET
091 TWIN CALIBER
091 DINO STALKER
093 NHL 2003
093 MADDEN NFL 2003
095 GIO GIO'S BIZARRE ADVENTURE
095 GUNGRAVE
096 DYNASTY TACTICS
096 RIDING SPIRITS
098 TAZ WANTED
098 NHL HITZ
099 WRC ARCADE
099 DANCING STAGE

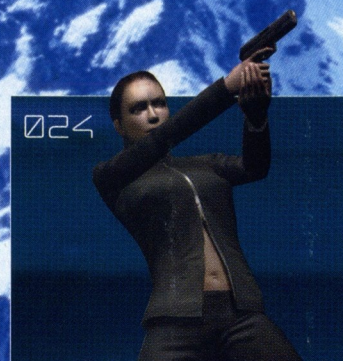
PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

072



024



REGULARS

006 **EDITOR'S LETTER**

008 **ON THE DVD**

012 **SPY**

In the not too distant future, you'll have PS2 gaming experiences that put you in the picture! News on *Contra*, *Jet Li*, *Dark Angel* and more!

023 **MONITOR**

038 **INTERVIEW**

Martin Kenwright gives us an insight as to why he and his team have been able to make *WRC II Extreme* as realistic they did.

040 **SUBSCRIPTIONS**

Save money and receive a free game! Each subscriber will receive a copy of the awesome *Max Payne!*

057 **REVIEWS**

With the PS2 release schedule hitting top gear, this is *OPS2*'s biggest review round-up to date with an unprecedented 28 games tried and tested.

100 **MEDIA DVD**

This month's reviews: *Star Wars: Attack of the Clones*, *From Hell*, *Panic Room* and *Crossroads*.

103 **POSTAL**

104 **HARDCORE**

This month's guide: Track tactics for eight of the trickier courses in *V8 Supercar Race Driver*. Plus tips & cheats for *Aggressive Inline*, *The Thing* and more!

110 **SHORTLIST**

OPS2's ongoing pursuit of helping you develop the perfect PS2 collection.

114 **NEXT ISSUE**

FEATURES

042 **THE ALTERNATIVE GAMING RULEBOOK**

Think you're a gaming guru? *OPS2* break the rules and re-write the book to provide the hardcore gaming community with some not-so-serious challenges.

046 **TIME OF YOUR LIFE**

The definitive guide on how to throw the most mind-blowing multiplayer PS2 LAN party. Check out *OPS2*'s tips on setting up, running, and winning a *TimeSplitters 2* tournament.

051 **SPECIAL XMAS GIVEAWAY**

Christmas is going to come a little early for some lucky *OPS2* readers this year. Thousands of dollars worth of games, gear and goodies to be won!

014



PREVIEWS

022 **INTRO**

024 **THE GETAWAY**

Cockney crooks and carjacking combine in SCE's gratuitously gritty take on the crime-spree sim.

029 **DEVIL MAY CRY 2**

Capcom's fast paced gothic survival horror is back, with a femme fatale to boot.

030 **METAL GEAR SOLID 2:**

SUBSTANCE

There's over 200 reasons why this is a must have for fans of stealth gaming.

031 **STAR WARS: BOUNTY HUNTER**

A Fett with a jet? You bet. The next Star Wars game is looking sweet.

032 **TOMB RAIDER:**

THE ANGEL OF DARKNESS

Lara's back with new friends, new abilities, and more!

034 **MORTAL KOMBAT:**

DARK ALLIANCE

128-bit fatalities at long last.

035 **AUTO MODELLISTA**

The roaring racer powered by cel-shaded technology

036 **SPYRO: ENTER THE DRAGON**

A hands on report on the eve of Spyro's PS2 debut.





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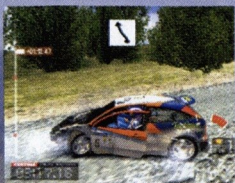
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RICHIE'S TOP 2

COLIN MCRAE RALLY 3 (CODEMASTERS) OUT NOW

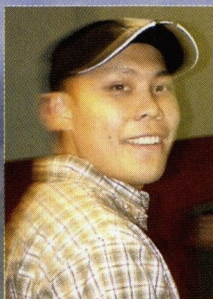
Of the two big rally games, Colin gets my nod as being the most superior. The Codies crew have always been successful in getting the weight of the cars right, and they've gone all out here once again. If this had all the official tracks, it'd be a ten. **PRO EVOLUTION SOCCER 2 (KONAMI) OUT NOW**
I love my soccer, but this gem is perfect for gamers of any persuasion. Not only does its variation mean it'll last a lifetime, PES 2 has it all. Gameplay, players, accuracy, sharpness. Simply unreal.



JASON'S TOP 2

TIMESPLITTERS 2 (EBOS) OUT NOW

I defy you not to laugh at those cute, little monkeys as they riddle your corpse with bullets. A few squirrels would have been cool. Nut-grabbing squirrels. Grrrrr! **COLIN MCRAE RALLY 3 (CODEMASTERS) OUT NOW**
Yep, Richie and I are both in love with Colin... and the game isn't bad either. Sure, there's better looking rally games out there but Mcrae definitely comes out on top in the handling department. See if you can smash your car so badly that all the wheels fall off. Aghhh, sweet destruction...



"... it really is starting to feel like the festive season!"

EDITOR'S LETTER



If you haven't already noticed, OPS2 Towers is ALREADY in full Christmas swing. With the amount of new PS2 titles landing on our doorstep at the moment, it really is starting to feel like the festive season! We've had plenty of fun (not forgetting the obstacles though!) getting this issue together and apart from the odd sleepless night (thanks in part, to Pro Evolution Soccer 2), we've amassed plenty of manhours thrashing out *The Getaway*, *Ratchet & Clank* and *Kingdom Hearts*.

We're sure all you rally fans will be particularly pleased and excited with what's in store. Both *Colin McRae Rally 3* and *WRC II Extreme* are gearing up for release and they both look superb. In their own rights; they've both managed to set new precedents in terms of detail. Be sure to check out our reviews, but play them for yourself on this month's disc!

OPS2's annual Christmas giveaway is on once again, and this time it's bigger and brighter than ever before. We love giving away prizes to our loyal readers and this time 'round we've lined up thousands of dollars worth of 'em. Remember, you've got to be in it, to win it!

This month's feature game is EA's *Lord of the Rings* game which is based on the second movie. We've been mightily impressed with how the coders have managed to mimic the feel and look from the first movie, and we hope the second movie instalment is as fun. Sadly though, at the time we went to press we were unable to secure code for Vivendi's game - it's based on the book. We'll be sure to track it down in the meantime and give you all the lowdown in the next issue.

And yep, we're also knocking back plenty of eggnogs as well... Cheers,

Richie Young

RICHIE YOUNG
Editor



SUBSCRIBE

136 116

SUBSCRIBE NOW & GET A FREE GAME!

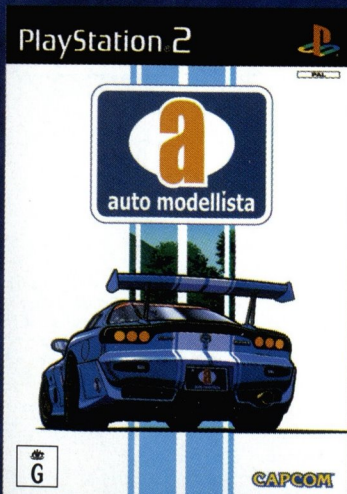
With an OPS2 subscription you can get 12 issues at just \$8.33* each. That's a MASSIVE 30% off the cover price!

Every new subscriber will also pick up a FREE Platinum game!

As a special treat, *Official PlayStation Magazine* in conjunction with Infogrames this month are offering an offer just too good to refuse! Get this - everyone who registers before the closing date will get one of these great games to the left! Turn to page 34 for all the details! *Offer applies to Australian residents only

Get ready for the ride of your life

Auto Modellista is pure foot-to-the-metal arcade-style racing set in a unique, anime-inspired, cel-shaded world.



Features:

- Stylised 3D cel-shaded racing game that delivers the adrenaline-fuelled intensity of street racing.
- Take to the street and race against the best of the best across environments that include city circuits, racing tracks and mountain passes.
- Choose from a top-of-the-range model or create and customise your own racing machine to handle the tight corners and speed-inducing straights as you battle it out to the chequered flag.
- Major car licenses accurately reproduced include Honda, Toyota, Mazda, Mitsubishi, Nissan, Subaru and more.
- Multiple modes of play include single player, 2-player splitscreen versus mode, championship, arcade and the VJ edit mode.



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PlayStation 2





ON THE DVD

PLAYABLE DEMOS

OTHER MAGAZINES LET YOU WATCH, OPS2 LETS YOU PLAY...

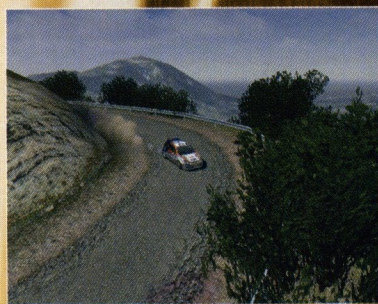


The sport of rallying is rapidly gaining in popularity and rightly so. It's always provided the earthy thrills lacking in the increasingly sterile world of Formula One racing, and the excellent TV coverage of 2002's World Rally Championship has advanced its cause. There are also plenty of people who have got into rallying via videogames, and this month, the two leading rally game franchises are back, putting paid to a slew of lesser imitators. Both WRC II Extreme and Colin McRae Rally 3 are so good that choosing between the two may come down to personal preference rather than differences in quality. Play the demos of both and read their reviews starting on page 72. Also on the DVD is a taste of the ambitious platformer-meets-RPG-meets-shooter-meets-everydamnthings *Haven: Call of The King* from Traveller's Tales, a game which you really have to experience. Throw in exclusive first plays of *Reign Of Fire*, *Alpine Racer 3* and more and you've got yet another cracking demo DVD on your hands.

Richie Young

RICHELIE YOUNG
Editor

PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the **↓** and **↑** keys. To choose within a section use **←** and **→**. Press **ⓧ** to start up your choice. Please note, you may have to reset your PS2 after some demos.



colin mcrae rally 3™

NOT ONE, BUT THREE tracks have been plucked from the full game and given to you. Each features a time trial requiring you to soldier between start and end in a faster time than your rivals. Your car is a Ford Focus with an automatic gearbox. As is the norm in McRae games, there are no other cars to be seen – instead, you're racing against a time scale on the left of the screen. The white arrow is your position on the track which flashes up how far you are ahead of (minus times) or behind (plus times) the leader of the race as you pass checkpoints. Your goal, of course, is to finish in first place. Interestingly, each time you load up the demo you'll be treated to a different track, so make sure you return to play the demo at least a few times in order to taste the full banquet on offer.

THE CONTROLS

←/→: Steering
Left Stick: Steering
Right Stick: Accelerate/Brake
ⓧ: Accelerate
⓪: Brake
⓪: Handbrake
ⓐ: Change camera
ⓑ: Handbrake
Pause

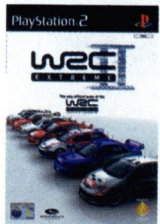


PUBLISHER:
CODEMASTERS
GAME TYPE:
RALLY SIM
OUT: NOW
PLAYERS 1-2

WRC EXTREME

TIME TRIAL IS the only option available to you. But, like Colin McRae 3, you do have three tracks to choose from and, unlike Colin, you may choose one of two cars. Your driver is set by your choice of car. Do take in the scene-setting movies before each track (to get you in the mood) and the fly by (to hint at the terrors to come) then, by pressing **△**, you're into the thick of it.

We should point out right now that the handling in this demo has since been reworked and improved, so if you have a beef with this aspect of *WRCII*, keep in mind that you should give it a whirl at your local gaming store before casting a verdict. In addition to the timers showing your elapsed time, the current leading total race time and the leader's time to the next stage, there's also the demo time-out counter which will sadly bring your fun to a halt. Darn.

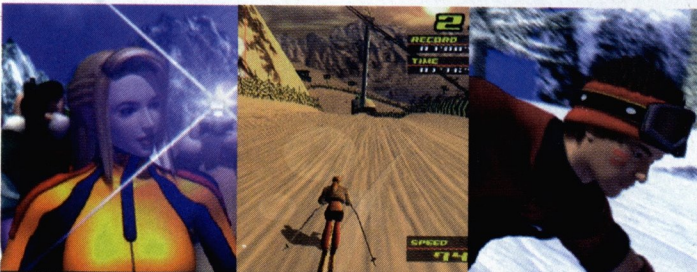


PUBLISHER: SCEE
GAME TYPE:
RALLY SIM
OUT: 30 NOVEMBER
PLAYERS: 1
(FULL GAME 1-2)



THE CONTROLS

Left stick: Steer
Right stick: Accelerate
△: Accelerate
○: Brake
Ⓢ: Handbrake
Ⓢ: Gears up
Ⓢ: Gears down
Ⓢ: Options
Ⓢ: Repair display



ALPINE RACER 3

AFTER A SAUSAGE-MUNCHING intro, you're invited to press **START** and choose between a Cross Race and a Time Attack event. The Cross Race pitches you against three game-controlled opponents, while in Time Attack your only enemy is the clock.

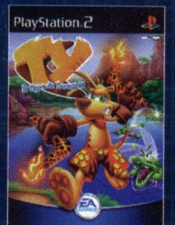
Only Melina is selectable in this demo. You may equip her with either skis or a delightful leopard-skin snowboard before choosing the Sunset Rush course and getting down to the business of descending a mountain.

THE CONTROLS

Left stick: Turn left/right
○: Tuck
△: Change view



PUBLISHER: SCEE
GAME TYPE: EXTREME
SPORTS
OUT: DECEMBER
PLAYERS: 1 (FULL
GAME 1-2)



PUBLISHER: EA
GAME TYPE:
PLATFORMER
OUT: 22 NOVEMBER
PLAYERS: 1

THE CONTROLS

Left stick: Movement
Right stick: Look around
←: Change boomerang
Ⓢ: Jump/double tap to glide
Ⓢ: Throw boomerang
Ⓢ: Bite attack
Ⓢ: Action
Ⓢ: Change camera
Ⓢ: Re-position camera
Ⓢ: First-person aiming view
Ⓢ: Pause and Map
Ⓢ: On-screen display



'FURRY FRIEND'-STYLE adventures are the order of the day in *Ty the Tasmanian Tiger*. Ty, being an Aussie, is naturally armed with a pair of boomerangs.

No, we don't get it either, suffice to say that wielding said boomerangs is essential for anything that hinders your token gathering and platform jumping.

It's not too taxing, meaning you'll never stray too far from the beaten track and the opportunity for death is scant, allowing you to wander to your heart's content, engaging birds and frogs in conversation.

ON THE DVD

ISSUE :: 009

HAVEN CALL OF THE KING

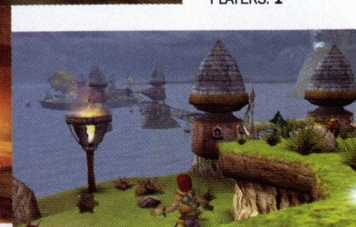
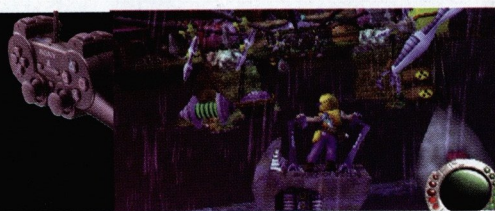
WE'VE A WHOLE TRAINING world from the game laid out before you, ready to ease you into a game so incredible that your character even puts his hood up when it rains.

Running, jumping and picking up power-ups will be second nature to you. What won't be so obvious is the multiple uses of the shield and unique yo-yo weapon. Try teaming attack presses with left-stick squiggles to unearth all your moves, and engage crouch (○) while shielding to squat beneath an impregnable dome.

Watch out for glowing pots where you may recharge your shield, and keep an eye on the teetering low red life meter.

THE CONTROLS

Left stick: Movement
Right stick: Move camera
○: Crouch
○: Reposition camera
⊗: Jump
⊙: Attack
⊙: Shield
START: Pause



PlayStation 2



PUBLISHER: MIDWAY
GAME TYPE: PLATFORMER
OUT: 22 NOVEMBER
PLAYERS: 1

TWIN CALIBER

GORE BLIMEY... Using a revolutionary new control method you must amble through a deserted madhouse offing shop mannequins filled with offal. Or at least that's what it looks like.

Twin Caliber's appeal lies in its unusual auto-pilot character who fearlessly places you in close proximity to zombie-based death. Instead of controlling legs (as is the norm) you control arms, using the two Dual Shock sticks to rotate said limbs and take aim at the oozing horde ahead.

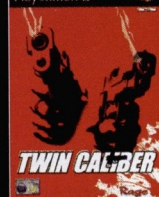
Points are awarded for swift dispatch, classy gunplay, avoiding getting mauled and helping your buddy out – without shooting him by accident in the process. There are two areas to clear out before the demo teasingly ceases.

THE CONTROLS

Left stick: Move left hand
Right stick: Move right hand
○: Fire left
○: Fire right
⊙: Grenade
⊙: Auto reload on/off
⊙: Lock arms on/off
↑: Change guns



PlayStation 2



PUBLISHER: RAGE
GAME TYPE: SHOOTING
OUT: NOW
PLAYERS: 1-2

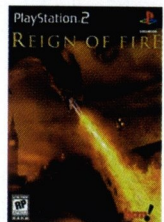
REIGN OF FIRE

A GAME AND major Hollywood movie based on the curious juxtaposing of dragon and tank. Your missions are various and frenetic with your base under attack from all sides, as well as from the air. Fight off the scaly hordes with your minigun or – even better – heat-seeking missiles which you can pick up by simply driving over them. A press of **[X]** once you have the square missile lock on your target will deliver a rocket up their tailpipe.

Listen carefully to your barked instructions to ensure that you're dealing death at the required place and time, and keep an eye on your radar (top left) which will show you the positions of both good and bad, with a green arrow on its edge depicting your next port of call.

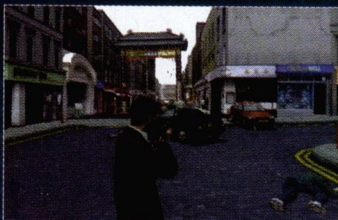
THE CONTROLS

Left stick: Aim
[X]: Accelerate
[O]: Brake
[L1]: Fire primary
[R1]: Fire secondary
[L2]: Fire minigun
[L3]: Flip view
[START]: Pause
[SELECT]: Change camera



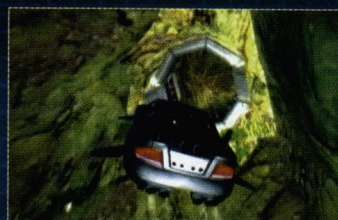
PUBLISHER: **BAM!**
 GAME TYPE: **ACTION**
 OUT: **NOW**
 PLAYERS: **1**

WITNESS THE FUTURE OF PS2 ON THESE VIDEOS...



THE GETAWAY

This video may be short but it's certainly sweet. Featuring both in-car and on-foot action, it's a teasing glimpse of the capers to follow. And completely blasphemy free. Thank Christ. Flick back to page 26 for the Monitor preview.



007: NIGHTFIRE

Now with added Pierce Brosnan's face! Honing the skills they first aired in *Agent Under Fire*, EA's latest Bond romp is easily the most exciting, varied and gorgeous-looking 007 game ever.



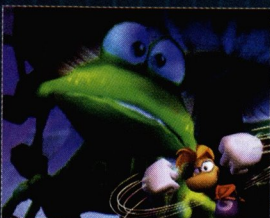
KINGDOM HEARTS

After last month's snippet, we've now bagged practically a whole Disney movie of in-game *Kingdom Hearts* action. See how many of the many Disney characters you can name.



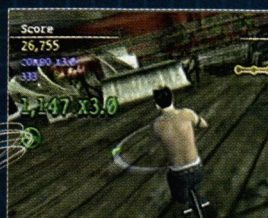
LOTR: TWO TOWERS

Real-life action from the forthcoming *Two Towers* movie melds with rendered action from the *Two Towers* game. It's a mere taster for now but is sure to whet the appetite of any aspiring OrcLord.



RAYMAN 3

While it's easy to be blasé about Rayman and his multiple platform episodes, this trailer certainly impresses, showing in-game action from all around his third proper adventure.



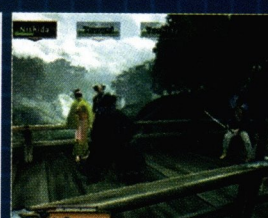
ACTIVISION 02 COMPILATION

The star of the show has to be *Tony Hawk's Pro Skater 4* but we implore you to indulge in the likes of Shaun Murray, Shaun Palmer and Mat Hoffman as each shows off his individual brand of balancing.



ZAPPER

It's hard to imagine a game more further removed from the violence and swearing of *The Getaway*, but that's the incredible diversity of the PS2 portfolio for you. *Zapper*, we're told, is a 'wicked cricket'. Quite.



WAY OF THE SAMURAI

Are you going to go his way? If that way involves slicing and dicing anyone foolish enough to stand in the way of your blade then so be it. Twirl cold steel in the name of truth and justice.



SPYRO: ENTER THE DRAGONFLY

Everybody loves Spyro the Dragon. And after three successful sojourns on PSone, a PlayStation 2 game was inevitable. Expect increased weirdness of content made possible by increased PS2 power.

SPY CONTRIBUTORS: TIM CLARK, PAUL FITZPATRICK, JON JORDAN, ALERIC LINDEN, GEORGE WALTER, MARK WYATT, DAN TOOSE

**CHILD'S
PLAY** The kids'
loved EyeToy.



OFFICIAL EXCLUSIVE!

TOY STORY

After a resounding thumbs-up at the PlayStation Experience, PS2 exclusively reveals the future for Sony's EyeToy.

JUDGING BY ITS popularity at the PlayStation Experience, Sony's new EyeToy project is one of the most exciting pieces of technology currently being developed. Simple, direct, instant, physical and attracting fans from the widest demographic, it was the one gaming experience on show that literally everyone wanted to play. "Hardcore gamers played it, non-gamers played it and young children played it. People came up to me and said, 'I must have this!' It's very encouraging," says Jason Fitzgerald, SCE's Communications Manager.

DID YOU KNOW?

The concept for EyeToy was first made possible by Richard Marks at SCEA's Foster City studio in California.

EyeToy is unique because your body replaces the Dual Shock 2 as a means of control – and your image appears on TV as part of the game. A Webcam on top of the TV tracks movements of the body or hand-held objects and incorporates the information into the gameplay. Imagine being able to actually punch opponents in *Knockout Kings*, while appearing on TV in the ring. With EyeToy technology this could be reality.

Three game examples were on show at the Experience: *Wishi Washi*, *Kung Foo* and *Beat Freak* (see All-Seeing Eye) are all great indicators of EyeToy instant accessibility. It proved to be a good spectator

SKIP INTRO

In a hurry? Here's the condensed version... PS2 + Webcam + EyeToy game = people prancing around in front of the TV and laughing a lot.

CAM ON!

Could this camera change the way we play PS2 games forever?

sport too – watching your mates making fools of themselves will always raise a giggle. This fits in with Fitzgerald's aim for the game to become a social activity, "on a par charades or Twister, for example," and that families will stand around the TV and play together.

So when can we get our hands on EyeToy? The first EyeToy product will be a compendium of 20 mini-games bundled with a Webcam. "It'll be released in March 2003," says Fitzgerald. Currently, the game is still very much 'in development' with the team working through some 30 different themed ideas.

Of course, the technology stems beyond just a set of mini-games. The most obvious use is in conjunction with Sony's forthcoming Network Adaptor. "We're looking into using EyeToy and the Adaptor as a form of communication. It could be used for video conferencing or to stream video in games," reveals Fitzgerald. "We'd like to see it enhancing normal gameplay experiences too. Imagine playing *Quake* online and being able to see your opponent in the corner of the screen. If you win, you could flick them the bird..."

The EyeToy team is also experimenting with creating more intelligent on-screen characters that you can communicate with – like an advanced Tamagotchi that exists in your world. There's talk also of a stand-alone spell-casting title that involves the use of colour tipped wands. Harry Potter, anyone?

The camera technology could also be used in existing games. Konami's *Police 24/7* has already done this in allowing you to duck behind objects. But could EyeToy take game interaction a stage further? Will we be dodging bullets in *The Getaway 2*, for example? "You could certainly use the camera to

SCE'S JASON FITZGERALD "IMAGINE PLAYING ONLINE, SEEING YOUR OPPONENT IN THE CORNER OF THE SCREEN"

duck and dodge. Or you could steer a bike in a *Moto GP* game."

Fitzgerald also points out that members of the EyeToy team are involved in other projects at Sony and that ideas are being banded about for its use in SCE's roster of first-party titles. He's reluctant to reveal details but this could include titles such as *This Is Football*, *The Getaway* (plus any sequels), *Primal* and *F1* titles. But for the moment, it seems most pertinent to get the camera into PS2 owners' homes and the game disc into their machines. "We don't want to do a product that isn't mass market, we want it to be for everyone." EyeToy is halfway to achieving that already – when was the last time you saw Granny dance like a goon in front of the TV? □ GW

*You can rely on Spy to bring you the latest on EyeToy just as soon as Sony releases more details.

■ THE EYES HAVE IT
People of all ages
gathered at the *Wishi Washi* EyeToy stage.

All-Seeing Eye

The PlayStation Experience was the first time the public played EyeToy. Here's what Jason Fitzgerald (SCE's EyeToy evangelist) thought of the response to his Webcam-controlled baby.



WISHI WASHI

What you do: Hold a sponge and clean a dirty window as quickly as possible.
What Jason reckoned: "It's a very good parent and child game, and ideal for people who've never played a game before. Dads were desperate to play this."



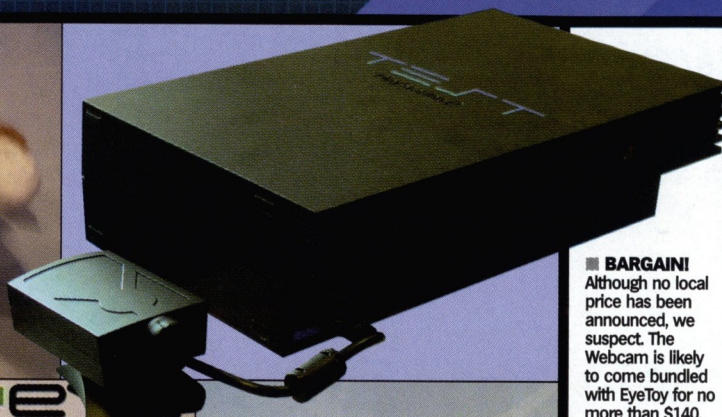
KUNG FOO

What you do: Punch figures that appear from all directions on screen.
What Jason reckoned: "This made people very competitive. Everyone wanted to set a high score and beat their mates."

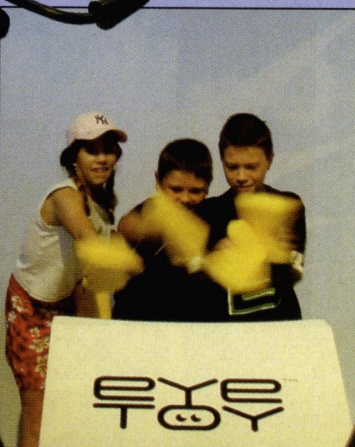
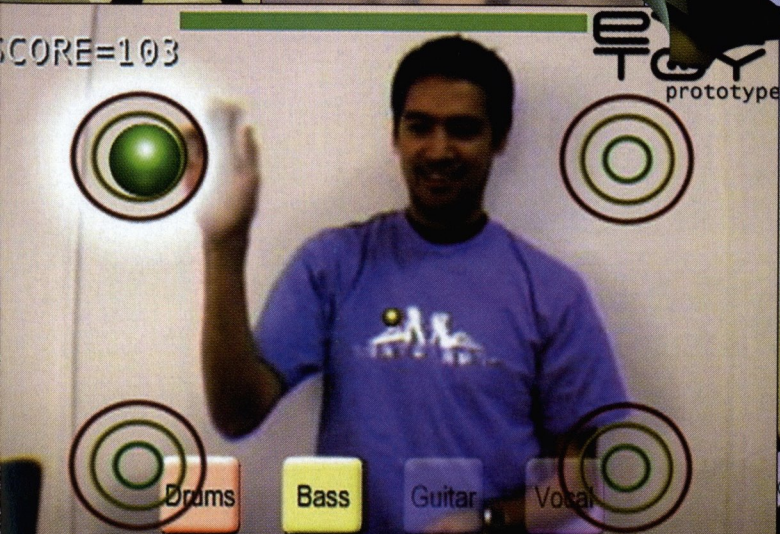


BEAT FREAK

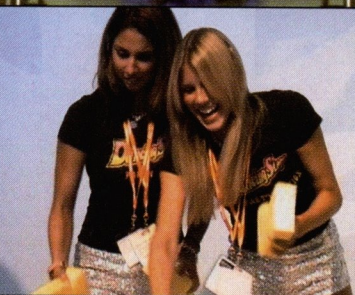
What you do: Touch CDs that appear from corners of the screen in time with the music.
What Jason reckoned: "Popular with anyone who likes music or dancing. It requires good timing, so we found that those with good rhythm got into this very quickly."



BARGAIN!
Although no local price has been announced, we suspect. The Webcam is likely to come bundled with EyeToy for no more than \$140.



BALLED HEAD
First screens of the 'keepy up game' and an as yet untitled music game (above).



GIRLS AND TOYS
Hang on! There's four of them! That's cheating.



Toy Box

Jason Fitzgerald exclusively revealed to *Spy* some of the latest mini-games being worked on at Studio London in addition to those debuted at the PlayStation Experience.

THE FACE SLAPPING GAME

"You put your friends' faces in the game through the camera and they appear on screen with you. Their eyes are made to move and you have to slap them when they look at you. If you slap them at the wrong time, they'll make a face at you."

KEEPY UP

"You have to keep a bouncing football up in the air with your head and shoulders."

THE BOXING GAME

"It's a one-on-one boxing game where you have to knock someone out and dodge their punches."

THE MIRROR GAME

"It messes with your perceptions of what's up or down. You see yourself on screen with red and green targets. You can hit the green ones but not the red, only we flip the image horizontally or vertically so you don't know which way to move your arms. It's not

advisable to drive immediately after playing it!"

THE PLATE SPINNING GAME

"This one's slightly bizarre. You have to spin plates, but monkeys keep climbing up the poles to knock them off."

THE 'FREQUENCY-STYLE' GAME

"You make music by racking up combos. It's really early in terms of graphics."

CONTENTS

The biggest news stories in the PlayStation 2 universe.

"The idea that a small child could be arrested for playing on his PS2 is simply not true."

GREEK GAMES BAN, P18

"A soft rock soundtrack plays as a pasty-faced blonde woman talks about Heather taking her to paradise with bloodstained hands."

SILENT HILL 3, P14

"This should open the doors for a whole mess of Aussie talent"

PS2 DEV-KIT GRANTS, P20

"there's enough evidence out there to suggest that the transition from PS2 to PS3 will be a whole lot more revolutionary than just inventing a 256-bit processor and increasing the VRAM."

PS3 WATCH, P16

"This isn't a local phenomenon, as the global breakdowns prove that PS2 enjoys its popularity around the world."

CONSOLE WAR OVER?, P20

"Jet Li, high-kicking star of The One, Kiss of the Dragon and Lethal Weapon 4, is to provide the motion capture"

JET LI DOES IT, P16

"The game is still retro 2D but now has a next-gen edge with the inclusion of 3D backgrounds."

CONTRA: SHATTERED SOLDIER, P18

"After 20 seconds, *Music 3* has turned a noise into a riff that can then be used in a song in any style you choose."

MUSIC 3, P16

"The action in the game looked like *2000AD* magically leaping into life."

JUDGE DREDD, P16

Plus... Fancy a chance to play with Jessica Alba? (pg 18) and Aussie PS2 development kit grants (pg 20)





THE ROYAL RUMBLE

Acclaim's Speed Kings brings fast bikes to PS2.

SPEED KINGS is the latest title to come from self-styled bad boys of the PS2 world, Acclaim. If the publisher isn't trying to titillate with its faux-Loaded ad campaigns for *Aggressive Inline* and *BMX XXX*, it's attempting to combine street racing and motorcycling in a bid to reinvent the racing genre.

In development by Climax London, the early game demoed to us is very reminiscent of *Burnout* on two wheels, although Climax is seeking to avoid similarities by incorporating novel set-pieces. At one point you're forced to jump over a car pile-up, or perform a hairy low-level powerslide right under the trailer of a broken down articulated lorry.

Although it was an early build, we saw a number of traffic-packed levels (set in London and Las Vegas) and Climax promises that advanced AI will allow for multiple traffic formations. You'll need your wits about you, though – crash badly and your vehicle explodes, making it difficult to finish the race... All there is left to do now is think of a suitably adult marketing campaign and Acclaim might be on to a winner. **GW**

HERE COMES THE JUDGE

Dredd gets a publisher at last.

WHEN IT WAS FIRST announced that Rebellion was making a Judge Dredd game for PS2, it was without a publisher. Thankfully, *OPS2* can now reveal that Universal Interactive has picked up the rights to *Judge Dredd Vs Judge Death* (working title) and will be releasing it later this year.

British developer Rebellion bought *2000AD* and sister publication *Judge Dredd Magazine* in 2000. One of its main aims was to produce next-gen console games using the portfolio's two and a half decade's worth of characters. Work began in 2001, and back then, as the fundamentals of the game engine were being put in place, *OPS2* visited Rebellion to see how the code was faring.

Using Rebellion's custom-built Graphic Novel engine, the action in the game looked like pages of *2000AD* magically leaping into life. Early on, the developer had a 4,000-polygon Dredd modelled, while a new game-editing tool called Asura was helping designers build a convincing Mega City One. More excitingly, the team was eager to get regular *2000AD* writer John Wagner on board to provide dialogue.

At the time of going to press, Universal has yet to officially confirm the title, and the only screenshots released to date have been of background scenery. However, next month we hope to bring you an exclusive first look in Monitor. **GW**



WIZARD WATCH

RPG heaven! Keeping our eye on the magical world of health points, turn-based battles and powerful overdrive spells.

Tokyo Game Show has yielded an abundance of prime RPG titles. Top of the pile are Capcom's *Breath Of Fire V: Dragon Quarter*; Namco's *Seven* follow-up, *Venus And Braves*; SCEI's *Dark Cloud* sequel, now entitled *Dark Chronicle* and Square's special edition *Final Fantasy X: Another Land* – *The Land Of The Future*.

FUNKY DREDD Universal recently signed up Rebellion's Judge Dredd game.



IN THE RED
At last, the proof: Christmas shopping is hell on Earth...



BARGAIN HUNT
Unsightly horrors roam unseen as our heroine gets the jitters.

CHILLER!

SUPERMARKET CREEP

Konami's Silent Hill 3 takes you on a shopping trip to hell...

IT'S THE STUFF of nightmares. You've just popped down to the local shopping mall to buy some new pants, a pot plant and a pair of tights when suddenly the place turns into something resembling a horror film set from the minds of Clive Barker and David Lynch. Unfortunately, this is the frightening predicament that Heather, teenage star of Konami TYO's forthcoming *Silent Hill 3*, finds herself in.

In a sinister departure from the equally disturbing misty streets of the first two *Silent Hill* games, Heather is forced to battle her way through the dark and blood-stained corridors of the mall, while eerie nerve-grating noises echo through the air and those horrible lumpen, mis-shapen creatures scuttle around just outside of her line of vision. Weapons at Heather's disposal will include pistols, a sub-machine gun and a hefty steel pipe as she attempts to find a way out of this foreboding and violent world.

So far, only a brief and typically sick teaser trailer has been released by Konami, showing

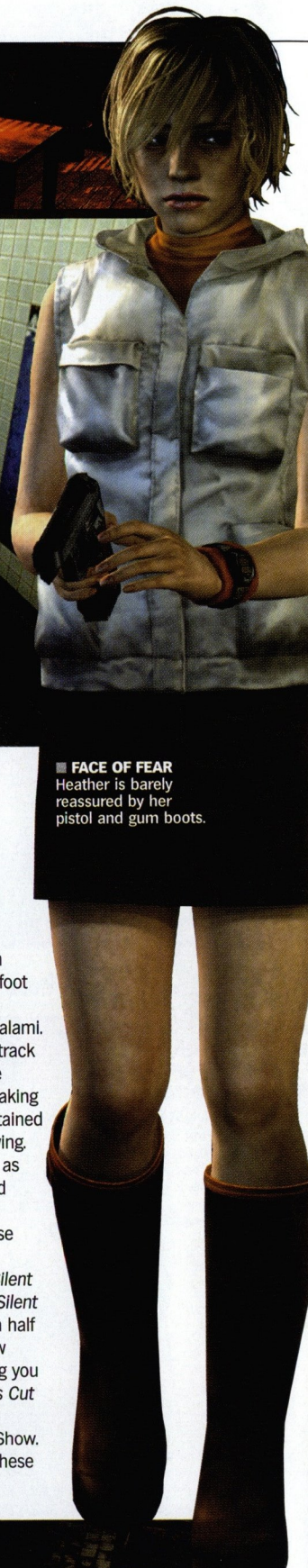
Heather exploring an abandoned underground train station and shooting at eight-foot tall creatures that resemble lumbering chunks of rotting salami. Meanwhile, a soft rock soundtrack plays as a pasty-faced blonde woman talks about Heather taking her to paradise with "blood-stained hands." It's all suitably harrowing.

Further details are sparse as Konami is keeping tight-lipped while it prepares *Silent Hill 2: Director's Cut* for a PS2 release later this year. This will be a conversion of the Xbox title *Silent Hill Inner Fears* – essentially *Silent Hill 2* with an extra two and a half hours of mission, starring new character Maria. Spy will bring you more details on the *Director's Cut* and *Silent Hill 3* when they're released at the Tokyo Game Show. In the meantime, check out these sinister new screens. **GW**

SPECIAL OFFER
Bathtub reduced to clear. Slightly soiled...



FACE OF FEAR
Heather is barely reassured by her pistol and gum boots.



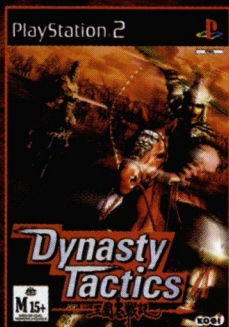


The Mind shall vanquish the Sword!

The makers of Dynasty Warriors present a revolutionary
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- The player's decisions make the story! Multiple story branches and endings allow the player to create their own Three Kingdoms Saga! Will you stay true to history, or create an entirely new "What If" world?
- Choose to follow the campaigns of one of three charismatic leaders: Liu Bei, Cao Cao or Sun Ce.

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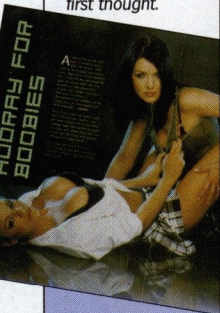
PlayStation®2



"MURDER SHE QUOTE"

"You will very quickly notice that their funbags fight like excited puppies in a sack with every twist and turn as you pull off those sick gravity-defying tricks and stunts. We know how much it means to you and we're wet with excitement that this breakthrough has finally been made."

Unbelievably, this is from Acclaim's trade ad for *Aggressive Inline*, rather than *Razle* - as we first thought.



TUNE!

SING IT BACK

Get vocal about Jester Interactive's forthcoming DIY music title *Music 3*.

BUDDING SONGWRITERS WILL be pleased to hear that Jester Interactive is well on the way to finishing *Music 3*, the latest instalment of its *Music* creation series. *OPS2* recently met with Creative Director Tim Wright for an exclusive demo of the software's new functions. Wright's first revelation is quite a bold one. "We're no longer using the PS2's sound chip," he says. "We've written our own sound engine."

The result of this new technology is that 20MB of space is now freed up in the PS2 for just samples and sounds, improving both the length and quality of your songs. It also enables Jester to incorporate a number of features that the PS2's sound chip was unable to offer: 64 song channels playing simultaneously, as well as a set of real-time effects like reverb, chorus and delay. As a result, preset samples and riffs found in *Music 3* now have a more live feel, following criticisms of *MTVMG2* that the sounds were too dry and mechanical.

What excites us most, though, is the V2M [voice to music] function. Wright produces a microphone and plugs it into the PS2 via a USB port and whistles a melody into it. After 20 seconds, *Music 3* has turned this into a riff that can then be used in a song in any style you choose. "People might be able to hum a tune but not be able to translate it into notes," Wright

TIM WRIGHT, JESTER INTERACTIVE
"WE'RE NO LONGER USING THE PS2 SOUND CHIP. WE'VE WRITTEN OUR OWN ENGINE."

says. "We're still perfecting it but this should make the process a lot easier." And *Music 2000* fans will also be pleased to hear you can sample direct from CDs in the internal PS2 drive, a feature of the PSone version that was removed from *MTVMG2*.

It's good to see that Wright has paid careful attention to ensure *Music 3* is even more user-friendly than the last outing, too. "We've been listening to the forums, and seeing what people want," he says. This goes as far as making every function customisable (from changing the size of the riff blocks to whether the display scrolls vertically or horizontally) and also making all the sounds and samples available on the main screen instead of requiring users to wade through endless menus. Wright is evidently committed to making the new *Music* even more playable than the last.

Music 3 could be out as early as November this year, although its release may well be delayed until early 2003 to avoid the Christmas games rush. **GW**



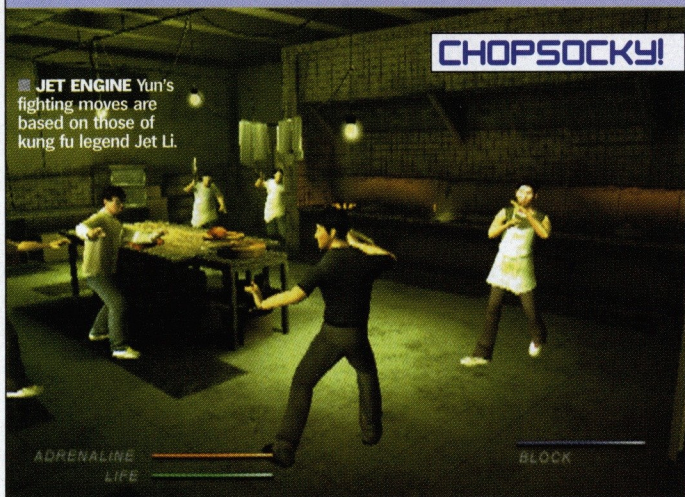
RAVE ON *Music 3* also includes a novel party game where you and a mate can try out six-deck mixing and pretend to be the Scratch Perverts. Mixing on three decks is tricky enough!

JET LI DOES IT

Jet Li makes his PS2 debut with *Rise To Honor*.

CHOPSOCKY!

JET ENGINE Yun's fighting moves are based on those of kung fu legend Jet Li.



RISE TO HONOR from SCEA is the latest in a long line of games to take Hong Kong action movies as its inspiration. At least in this case the developer has gone straight to the source: Jet Li, high-kicking star of *The One*, *Kiss Of The Dragon* and *Lethal Weapon 4*, is to provide the motion-capture, while acclaimed movie fight choreographer Cory Yuen will be overseeing the scrapping action.

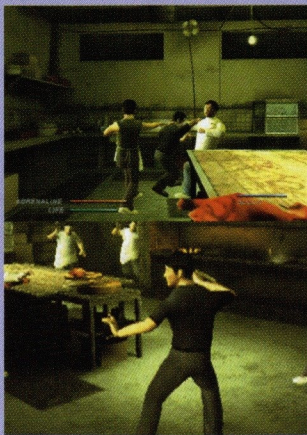
It all came about in the style of a chopsocky fairytale, as Jim Wallace Associate Director of the title explains: "When we began the

concept stages for *Rise To Honor*, we knew we wanted it to be based on Hong Kong action films. We had Jet Li posters all over the studio and were referencing his movies for everything we had planned in the game." You can therefore imagine the team's excitement when Li himself expressed an interest in the project. "We were thrilled," says Wallace. "We knew his creative input would help us to truly realise our vision for this ambitious game." For even further authenticity, Li agreed to provide the voice-over for the

game's main character, Kit Yun.

The story follows Yun on a mission to return his dead boss's daughter safely back to Hong Kong from the US. Along the way, Jet Li's motion-captured moves will form the basis of the action as you brawl and ruck your way through the dangerous world of gangland Hong Kong and San Francisco. Commenting on his role in the production, Li said, "Working with the Foster City Studio team to create a game for PlayStation 2 has been an exciting experience - very different from making a movie. We were able to use a lot of actions that we can't normally put in a film."

SCE has yet to announce a Aussie release date for *Rise To Honor*, but as soon as it's confirmed we'll be the first to let you know. **GW**



WATCH

The latest on Sony's under-wraps wunderkit.

SMALL, STUPIDLY FAST and broadband enabled. All things you can expect PS3 to be. We can't show you any amazing prototype designs plucked from the walls of Ken Kutaragi (he invented PS2) or Teyu Goto (he designed it), but there's enough evidence out there to suggest that the transition from PS2 to PS3 will be a whole lot more revolutionary than just inventing a 256-bit processor and increasing the VRAM.

Collating various news info over the past months, *OPS2* can reveal that SCE has allegedly been looking into using two chips in the PS3 capable of 12GB/sec performance. That's like processing the entire contents of your PC's hard drive every second. Imagine what that could do for graphics. Elsewhere, Sony announced a deal with IBM and Toshiba to produce SoC (system on chip) designs which incorporate processor, memory and communication functions all on a single chip. This could have a significant impact on the size of the PS3 console...

Finally, Ken Kutaragi was set to make a keynote speech late last month. Deadlines prevent us from including what he said here, but we're certain he will have mentioned more on the broadband functionality of PS3. Check back here in *Spy* for more on the promising future of PlayStation next month. **GW**

TEIYU GOTO What will the PS2 designer do with PS3?



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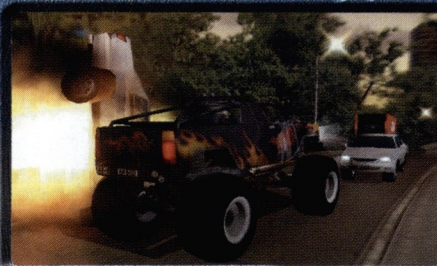
"...smash into pretty much anything you see...get that euphoric feeling that comes rarely in life."

— PSM, October '02

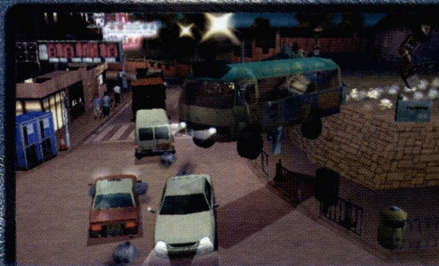
Screenshots taken from PlayStation®2 computer entertainment system gameplay.



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PlayStation 2

ACTIVISION

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activision.com



Bob's new hair removal device is reportedly a bit harsh on the skin.

Super Probotector?

SHATTERED NERVES

New information on Konami's old skool shoot-'em-up, *Contra: Shattered Soldier*.

HERE'S ONE FOR THE hardcore gamers out there: *Contra*, Konami's hard-as-nails sideways scrolling shoot-'em-up is back and just as unforgiving as before. It made its debut in the arcades back in 1987 (also appearing on C64, NES and MSX) and was an all-out button-bashing assault on the senses with relentless waves of enemies putting your lone soldier under fire from all angles. The game is still in retro 2D but now has a next-gen edge with the inclusion of 3D backgrounds.

In the game the 'shattered soldier' of the title must escape from an alien planet and at his disposal is a range of machine guns, flame-throwers and rocket launchers that can all be fired in eight different directions (normal skeletal limitations are clearly not an issue here). Your soldier can also jump and duck to avoid enemy fire, as well as climb and hang from parts of the scenery. Various power-ups can be obtained to increase a weapon's power and change its action,

for example firing three-way bullets.

Spy got to play the Fortress and Train levels and found the controls (X for jump, C and B to fire) simple to execute. And although we were playing the easy setting, the gameplay was as tough as we remembered. The character design has been created by *Spawn*/*Alien* artist Ashley Wood and lent the game a dark edge, with enemies taking the form of robotic crabs, terrifying aliens and a brain-like monster that oozes green slime when shot.

Unfortunately *Contra: Shattered Soldier* is unlikely to attract massive sales figures due to its vintage gaming roots, although it will appeal to more traditionalist gamers who hanker after the good old days of the shoot-'em-up when *Green Beret* and *Metal Slug* ruled the battlefield. **GW**

**Konami's Contra: Shattered Soldier is in development at KCE TYO and is due out this December.*

"I want to be firends"



PEACH ALBA
The gorgeous Jessica finds herself without a job. But she does star in a videogame now!

FALLEN ANGEL

Jessica Alba graces PS2 in Sierra's *Dark Angel*.

IN A SLIGHTLY unlucky twist of fate, the TV series on which Sierra's forthcoming *Dark Angel* game is based was recently canned. The pilot episode, originally screened on Sky One, had a US\$10 million budget and was directed by none other than James 'Titanic' Cameron. Unfortunately, subsequent episodes failed to make the grade and now *Dark Angel* is officially defunct.

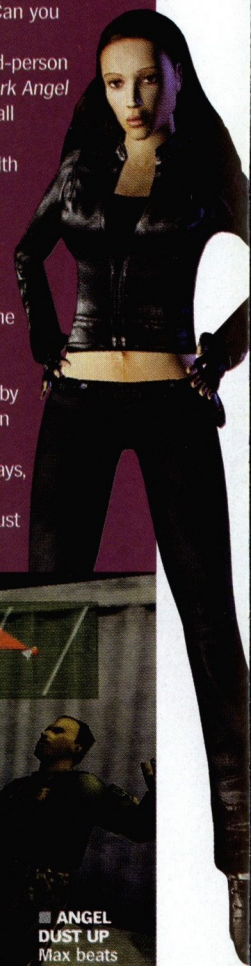
In retrospect, Sierra may be kicking themselves for signing the licence, but game developer Radical Entertainment is still making the most of it – especially when it comes to the heroine, Max. Played by Jessica Alba in the TV series, she's a genetically enhanced super soldier and damn sexy to boot.

Max occupies a world thrown into chaos by a group of rent-a-terrorists who've activated an electromagnetic pulse crippling the world economy. In this apocalyptic backdrop, Max sets out on a

personal quest to overthrow the evil Manticore operation that created her. It seems she's not happy being a robot and seeks the 'inner woman' inside her. Can you blame her?

Pitched as a third-person action adventure, *Dark Angel* promises to feature all manner of high-tech elements like a Stealth mode and slo-mo effects. The game actually plays surprisingly well, somewhat bucking the trend of lazy game licences.

The game is due next year, published by Universal/Sierra. Even though the TV series may have seen its days, the show, or should we say, the game must go on! **GW**



ANGEL DUST UP
Max beats off an unlucky copper.

WHERE THE GREEKS HAVE NO GAMES?

Thank Zeus for that. The rumour's not true after all...

REPORTS CIRCULATED widely in recent months claiming that Greece has passed a bizarre law banning all videogames. In fact, *OPS2* can reveal this is not the case. Speaking to Dr N Papadakis from the Greek Embassy, we asked whether someone could be prosecuted for playing on a PS2 or other console under the new law. The reply was a categorical "no".

"The law is in place to prosecute people who run establishments enticing people to play electronic games for gambling," Papadakis told *OPS2*.

BIG DAY AHEAD?



**LONGER LASTING
ENERGY**




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NEWS FOR DECEMBER

In 1980, long before Game Boy, a Japanese playing card manufacturer called Nintendo released some little "Game & Watch" electronic toys. The little LCD screens featured very simple games, but their very portable size made them an instant hit.

The first silver and gold *Game & Watches* like *Ball*, *Flagman*, *Fire* and *Helmet* were followed with Wilde Screen releases like *Parachute*, *Octopus*, *Popeye*, *Mickey Mouse* and *Snoopy Tennis*. Later, Multi Screen units were introduced, with gems like *Donkey Kong*, *Oil Panic* and *Greenhouse*, followed by large Tabletop units, *Panorama*, *Vs* and *Crystal Screen* variations. In all there were 59 different models released.

eBay has a dedicated *Game & Watch* category, and dozens of items are usually up for grabs at once. Prices range from around \$20 for common units in poor condition, to hundreds of dollars for rare and boxed games.

Some recent examples include a boxed copy of *Silver Fire* (\$402), *Vermin* (\$137), boxed *Mickey Mouse* (\$373), *Manhole* (\$112), boxed *BlackJack* (\$127), *Pinball* (\$103) and boxed *Zelda* (\$125).



CONSOLE WAR OVER?

Surely 40 million gamers can't be wrong?

IT'S MILESTONE TIME for PS2, both locally and abroad. On the home front, SCE Australia has been proud to announce that over 500,000 PlayStation 2 consoles have shipped to Aussie shelves. To give you an indication of just how far PS2 is ahead of the competition, Microsoft's Xbox comes in at a not so close second, having just recently hit the 100,000 mark. This isn't a local phenomenon, as the global breakdowns prove that the PS2 enjoys its popularity around the world.

"500,000 is an amazing result and is in line with PlayStation 2's global of over 40 million consoles, which is approximately 80 percent market share," said Michael Ephraim, the understandably happy managing director of SCE Australia.

It's not so much the mind-blowing 40 million figure that suggests the current console war (or whatever you want to call the competition in the gaming industry) is now all over bar the gaming, but rather the massive market share dominance that highlights which console the next prospective buyer will invest in.

So what does this mean for those that already own a PS2? Simply that you can rest assured that for the foreseeable future, developers will see the PS2 as the system most worthwhile making games for. □ DT



GOVERNMENT BACKS HOME GROWN

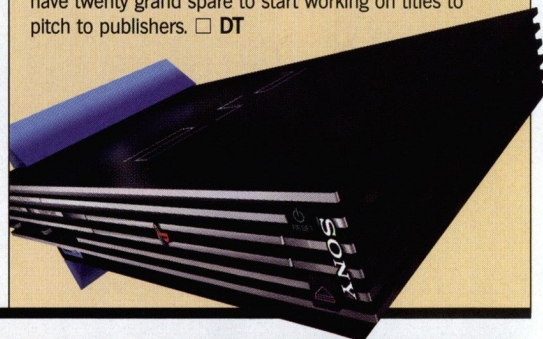
Expect to see more locally developed PS2 games

AUSTRALIAN VIDEOGAME development has been on the increase for some time, and a recent initiative by the Victorian government looks sure to see a notable increase in the number of locally developed PlayStation 2 games.

While publishing companies may be used to throwing money around, it's quite tough for a small upcoming developer to break into the console development scene, especially when you consider that the PS2 development kit comes at a cost of around \$20,000.

In an effort to bolster the local industry, grants are being offered to hand Aussie companies the development kits for free. At this stage the scheme is only open to developers based in the Garden State, but the Victorian government is urging other states to follow suit. Considering how well the local movie industry has taken off in light of the lower costs of running a business here compared to the US or the UK, and the fact that the video games industry is one of the fastest growing in the world, we suspect at least some of the other state governments will heed the call.

This isn't an opportunity for those just wanting to have an experimental fiddle to get a free PS2 dev kit, as groups applying for a grant have to be able to demonstrate that they have the experience and stability required to actually complete a decent game. However, this should open doors for a whole mess of Aussie talent that have been limited to PC because they simply don't have twenty grand spare to start working on titles to pitch to publishers. □ DT



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PS2 OCTOBER TOP 20 GAMES

RANK	TITLE	CATEGORY	PUBLISHER
1	Lilo & Stitch Trouble Pards	Adventure	Disney
2	Stuart Little 2	Adventure	Sony
3	Jonah Lomu + WTC	Compilation	Codemasters
4	Harry Potter & Philosopher	Adventure	EA
5	Digimon Rumble Arena	Action	Infogrames
6	Barbie Explorer	Adventure	Mattel
7	Who Wants Be Millionaire?	Family	Eidos
8	World's Scariest Police	Racing	Fox
9	Delta Force Urban Warfare	Adventure	EA
10	All Star Racing	Racing	Midas
11	Internatnl Cricket Captn	Sports	Empire
12	Final Fantasy Anthology	RPG	Squaresoft
13	20 Games Pack	Compilation	Midas
14	Final Fantasy IX	RPG	Infogrames
15	Peter Pan	Adventure	Disney
16	Formula One Arcade	Racing	Sony
17	Tony Hawk's Pro Skater 2	Sports	Activision
18	Capcom Vs SNK Pro	Action	THQ
19	FIFA 2002 World Cup	Sports	EA
20	Rayman Rush	Adventure	Ubi Soft

PS2 OCTOBER TOP 20 GAMES

RANK	TITLE	CATEGORY	PUBLISHER
1	V8 Supercars	Racing	Codemasters
2	Need For Speed Hot Pursuit 2	Racing	EA
3	Hitman 2	Action	Eidos
4	Grand Theft Auto 3	Adventure	Take 2
5	Burnout 2	Racing	Acclaim
6	Medal Of Honor: Frontline	Action	EA
7	AFL Live 2003	Sports	Acclaim
8	Kelly Slater's Pro Surfer	Sports	Activision
9	Tekken 4	Action	Namco
10	Conflict Desert Storm	Action	SCI
11	Onimusha 2 Samurais Destiny	Adventure	Capcom
12	Ninja Assault G Con Bundle	Action	Namco
13	Stuntman	Simulator	Infogrames
14	Final Fantasy X	RPG	Squaresoft
15	Madden NFL 2003	Sports	EA
16	This Is Soccer 2003	Sports	Sony
17	Gran Turismo 2002 Concept	Racing	Sony
18	Spider-Man: The Movie	Adventure	Activision
19	Cricket 2002	Sports	EA
20	The Thing	Adventure	Vivendi

PS2 RELEASE SCHEDULE

NOVEMBER

Title	Category	Publisher
Eggo Mania	Puzzle	Acclaim
Drome Racers	Extreme sports	EA
Evolution Snowboarding	Extreme sports	Konami
FIFA 2003	Football sim	EA Sports
Haven: Call Of The King	Adventure	Midway
Ghost Recon	FPS	Ubi Soft
Grand Theft Auto: Vice City	Driving/action	Rockstar
Gungrave	Shoot-'em-up	Activision
James Bond 007: NightFire	FPS	EA
Kingdom Hearts	Adventure	SCEE
Lord Of The Rings: The Fellowship Of The Ring	RPG	Universal
Lord Of The Rings: The Two Towers	Adventure	EA
Mary-Kate And Ashley: Sweet 16	Girl sim	Acclaim
Micro Machines	Racer	Infogrames
Minority Report	Action	Activision
Powerpuff Girls	Action	Bam!
Pro Evolution Soccer 2	Football sim	Konami
Rally Fusion: Race Of Champions	Driving	Activision
Ratchet & Clank	Platformer	SCEE
Reign Of Fire	Action	Bam!
Riding Spirits	Racing sim	Bam!
Run Like Hell	Action	Virgin
Space Channel 5.2	Rhythm action	SCEE
Spyro The Dragon 4	Platformer	Universal
Star Wars: The Clone Wars	Action	Activision
Summoner 2	RPG	THQ
Tony Hawk's Pro Skater 4	Extreme sports	Activision
Total Immersion Racing	Racing sim	Empire
The Sims	God sim	EA
Treasure Planet	Platformer	SCEE
Ty The Tasmanian Tiger	Platformer	EA
Vexx	Platformer	Acclaim
WRC II Extreme	Rally sim	SCEE
Wreckless: The Yakuza Missions	Driving/action	Activision
WWE Crush Hour	Driving action	THQ
WWE SmackDown! Shut Your Mouth	Wrestling	THQ
X-Men: Next Dimension	Beat-'em-up	Activision

DECEMBER

Title	Category	Publisher
Alpine Racer 3	Winter sports	SCEE
Auto Modellista	Arcade racer	Capcom
Batman: Dark Tomorrow	Action	Kemco
Club Football	Football sim	Codemasters
Contra: Shattered Soldier	Arcade	Konami
Devil May Cry 2	Action	Capcom
Falcon: Into The Maelstrom	FPS	Virgin
Mortal Kombat: Deadly Alliance	Beat-'em-up	Midway
Star Wars: Bounty Hunter	Adventure	Activision
The Getaway	Action	SCEE
Tribes: Aerial Assault	FPS	Sierra

PS2 RELEASE SCHEDULE

TBC

Aliens: Colonial Marines	FPS	EA
Ape Escape 2	Platformer	SCEE
Big Mutha Truckers	Driving	Empire
Breath Of Fire V	RPG	Capcom
Clock Tower 3	Survival horror	Capcom
Crouching Tiger, Hidden Dragon	Beat-'em-up	Ubi Soft
Dark Angel	Action	Universal
Dead To Rights	Action	SCEE
Dragonball Z	Beat-'em-up	Infogrames
Driver 3	Driving/action	Infogrames
Dr Muto	Adventure	Midway
EverQuest Online Adventures	RPG	TBC
EXO	Mech action	Infogrames
Far Cry	Action	Ubi Soft
Fear Effect: Inferno	Adventure	Eidos
Four Horsemen Of The Apocalypse	Action	3DO
Freaky Flyers	Flight action	Midway
Freedom: Battle For Liberty Island	Action	EA
Futurama	Adventure	SCI
Fugitive Hunter	FPS	Infogrames
Ghost Master	Strategy	Empire
Gladius	Strategy	Activision
Good Cop, Bad Cop	Adventure	TBC
Hardware	Action	SCEE
Indiana Jones And The Emperor's Tomb	Action	Activision
Judge Dredd Vs Judge Death	Action	Universal
Jurassic Park	Strategy	Universal
Lara Croft Tomb Raider: The Angel Of Darkness	Adventure	Eidos
Lamborghini	Racer	Rage
Metal Gear Solid 2: Substance	Action	Konami
Music 3	Music creation	Jester
Pac-Man World 2	Platformer	SCEE
Pillage	RPG	TBC
Primal	Adventure	SCEE
Rayman 3	Platformer	Ubi Soft
Red Dead Revolver	Action	Capcom
Return To Castle Wolfenstein	FPS	Activision
Rise To Honor	Action	SCEE
RTX Red Rock	Action/adventure	Activision
Rygar: The Legendary Adventure	Arcade	Tecmo
Silent Hill 3	Survival horror	Konami
Sly Raccoon	Platformer	SCEE
SOCOM: US Navy SEALs	Combat sim	SCEE
Soul Calibur II	Beat-'em-up	SCEE
Speed Kings	Driving	Acclaim
Splinter Cell	Stealth action	Ubi Soft
Starsky And Hutch	Driving/action	Empire
Tenchu 3	Adventure	Activision
The Lost	Adventure	Ubi Soft
The Matrix	Action	Infogrames
The Scorpion King	Adventure	Universal
True Crime	Driving/action	Activision
Urban Freestyle	Extreme sports	Acclaim
Virtua Cop: Rebirth	Lightgun shooter	SCEE
Wolverine's Revenge	Action	Activision
XIII	FPS	Ubi Soft
ZOE: The 2nd Runner	Mech action	Konami

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Charts can be viewed at www.informbd.com.au as part of Inform's comprehensive database of online market intelligence, updated weekly.

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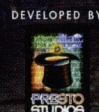
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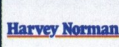
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Previewing the new games you voted to read about!

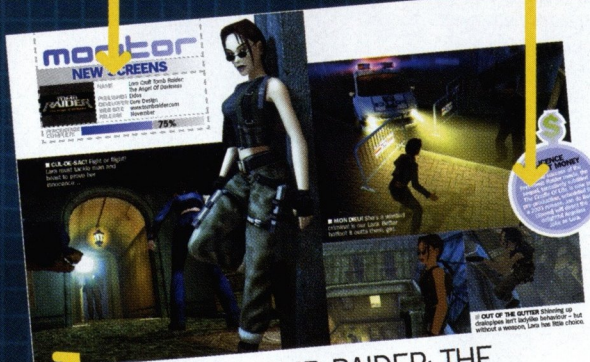
WELCOME TO MONITOR!

SO WHAT'S ALL THIS THEN? It's our brand new previews section. Our pledge is to keep all the big games under constant surveillance, as directed by you! Whenever a cool new game bleeps loud on your radar, write to us – we'll dig up exclusive new screens, information and interviews with the creators, or bring you first impressions from playable code.

HOW DO I GET INVOLVED? To vote in our Most Wanted charts and make sure Monitor covers the games you want, email us on OPS2@derwenthoward.com.au making sure you enter 'MONITOR' as the subject.

INFO BOX It's here you'll find out who makes a game, how complete it is, when it's due to hit the stores and if there's any more information online.

INFO BURSTS Keep an eye out for these blobs – it's here that we'll drop in facts, rants, quotations, devil's advocate opinions and anything extra you should know.



TOMB RAIDER: THE ANGEL OF DARKNESS

PS2 uncovers exclusive shots of Ms Croft's first PS2 outing.

SO WHAT ARE THESE SHOTS SHOWING? You're looking at a previously unseen level of The Angel of Darkness. It's the opening scene of the game and Lara is on the way after being put in the frame for the murder of a character. Von Croy Set in the

HAS CORE ENHANCED ANY NEW FEATURES? In Lara's latest adventure, the new game style will unlock different awards and abilities. For example, by attempting up a staircase, Lara's upper body strength will be enhanced, and as the game progresses she'll gain access to previously unavailable locations. This type of structure fundamentally changes the game dynamic, reducing Core's



ILLUSTRATION: SHADY BABY. New movie trailer. Lara Croft is the first of the new.

OPINION BOX What do we think of it so far? We reveal our thoughts and those of the readers – visit the forums at www.playstation.com.au to get involved.

MOST WANTED

Which hits of the future do you want to see more of now? Let us know and we'll print the latest details on all your future favourites!

POSITION	GAME	WHAT?
1 NEW!	THE GETAWAY The battle of the year begins here with SCEE's long-delayed Cockney crime caper going head-to-head with Vice City. We bring you the latest info gleaned from our exclusive playtest.	HANDS-ON PAGE 24 EXCLUSIVE!
2 NEW!	DEVIL MAY CRY 2 In with a bullet, it's the return of debonair demon-basher Dante, and introducing his sleek new female companion Lucia.	NEW CHARACTER PAGE 29 EXCLUSIVE!
3 NEW!	METAL GEAR SOLID 2: SUBSTANCE In at five! All-new Snake Tales and VR Missions screenshots.	NEW SCREENS PAGE 30 EXCLUSIVE!
4 NEW!	TOMB RAIDER: THE ANGEL OF DARKNESS The very latest on Lara Croft's highly-anticipated PS2 debut.	NEW SCREENS PAGE 32 EXCLUSIVE!
5 NEW!	MORTAL KOMBAT: DARK ALLIANCE The return of the most unnecessarily violent fighting game in history... Bring on the 128-bit fatalities please!	ON LOCATION PAGE 34 EXCLUSIVE!

ALSO IN monitor THIS MONTH

MORTAL KOMBAT: DARK ALLIANCE	PAGE 34
AUTO MODELLISTA	PAGE 35
STAR WARS: BOUNTY HUNTER	PAGE 36
SPYRO: ENTER THE DRAGONFLY	PAGE 37

SHADY BABY
We get hands-on with the superbly promising cel-shaded Auto Modellista.



VOTE! Which forthcoming games would you like to see in Monitor next month? Email us at OPS2@derwenthoward.com.au (remember to put 'Monitor' in the subject line) or write by post to Monitor, Official PlayStation 2 Magazine, PO Box 1037, Bondi Junction, NSW 2022. Vote now!

The
Getaway

NAME The Getaway
PUBLISHER SCEE
DEVELOPER Team Soho
WEB SITE www.thegateway.co.uk
RELEASED December

PERCENTAGE
COMPLETE

90%

THE GETAWAY

Overhyped flop? You're 'avin a larf, ain'tcha?

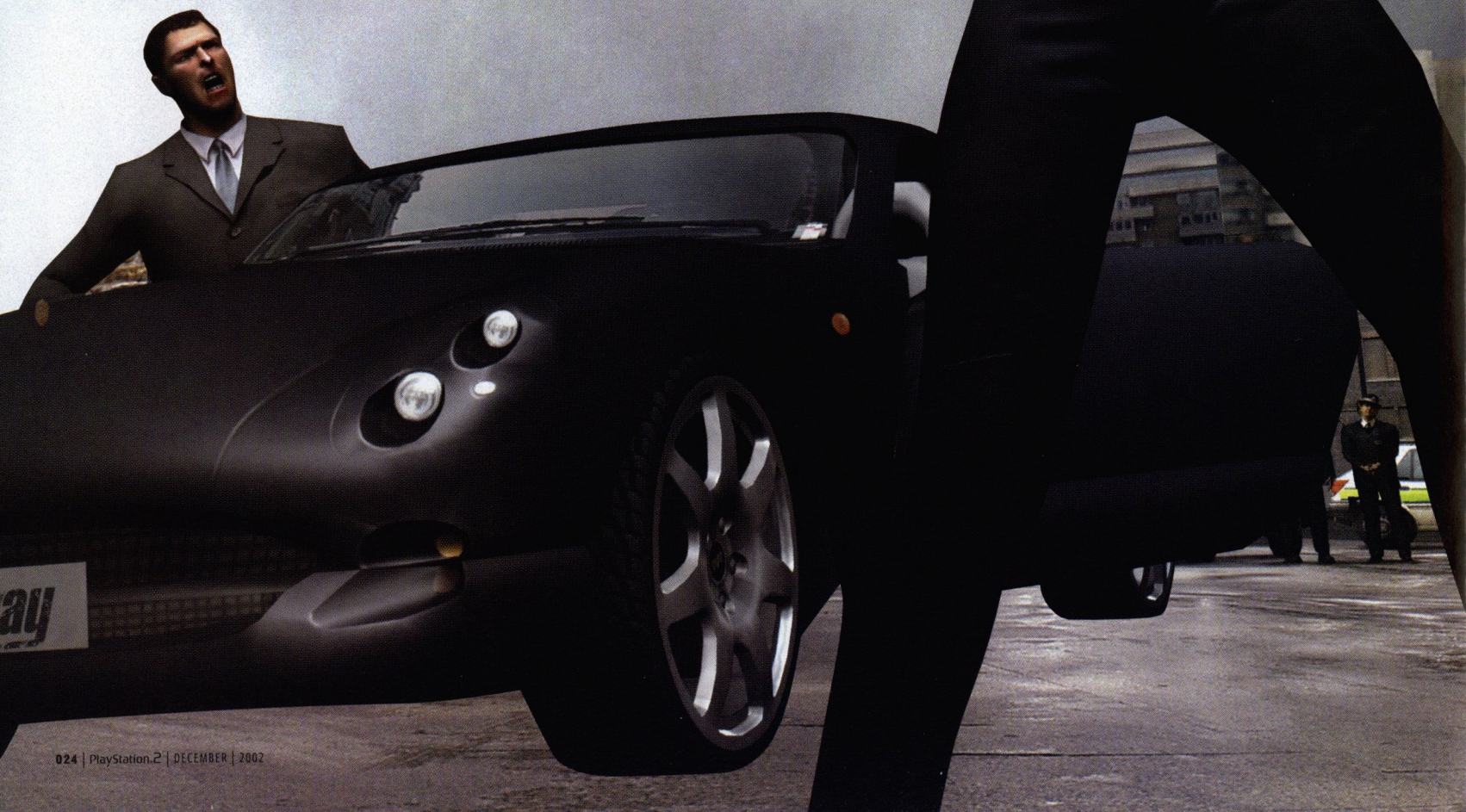
'ELLO, 'ELLO, 'ELLO! It's almost here. The game that's cost millions and taken years to make, the game that's mapped 70-square miles of accurate London scenery, the game that's just like a movie, the game that's filled with brutal violence and bad words. So how can you help wide boy Mark Hammond and DC Frank Carter rid themselves of the gangland hangover in old London town? The answer is: noisily, messily and bloodily.

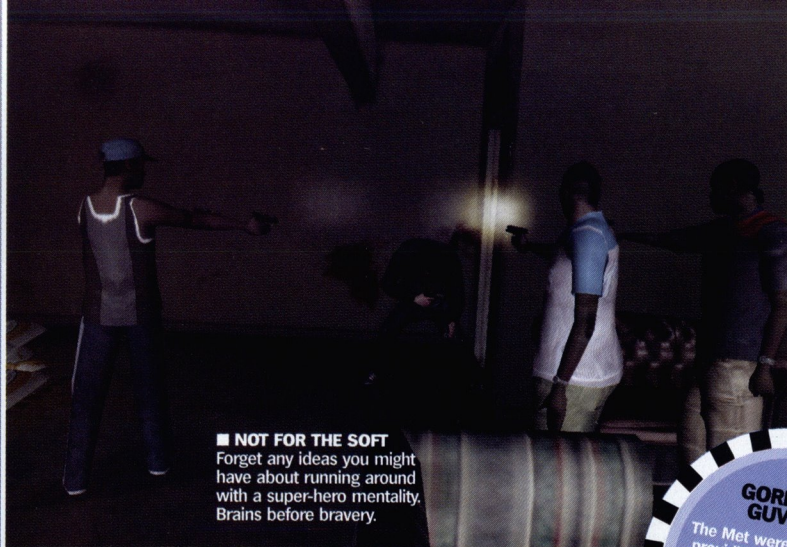
WHAT'S GOING ON 'ERE THEN? There will be 24 levels, or missions, in the game, each made up of two or three episodes. These will be linked by the most impressive cut-scenes ever seen in a game, thanks to scripting and voice-acting that is both witty and believable. When you play, there are no on-screen directions whatsoever. Characters in the game – both colleagues and enemies – give you spoken instructions about what to do next. There's no countdown in timed missions, merely an indication of urgency from the excellent orchestral score. We already know about the frighteningly realistic locations, but it's the AI, of the cops in particular, that really impresses. The driving missions require you to speed recklessly through traffic, but if you run too many reds, the filth will soon be right on your tail. Yes, it is like *Grand Theft Auto III*, but the graphics are better, the handling's much more realistic (utilising a full analogue accelerator) and if you've ever spent time in the English capital, you'll know exactly where you are.

YOU'RE NICKED, SUNSHINE! Outside the car, we played missions that involved torching a Soho restaurant; capturing a vase full of drugs from the basement of the Triad-patrolled Serpentine gallery; eliminating gangsters holed up in a dilapidated brothel complete with screaming whores and collapsing staircases; and sneaking, strafing and rolling to evade the laser beam detectors inside the Mayfair mansion of Mr Big, Charlie Jolson.

LIGHTS? CAMERA? ACTION? While most elements of *The Getaway* are looking solid, there are a few niggling issues which are all that stand between Team Soho and an absolute corker. Most notably is the dire need for some sort of camera/viewpoint control, because the build we've been playing doesn't allow the player to adjust the camera angle by any means other than running about. This doesn't ruin the game, but it does make it awkward to approach certain situations. Other less pressing issues are the lighting, which seems abnormally uniform (although the way the characters cast shadows is excellent), and the somewhat sluggish speed at which Mark Hammond can run. Having a sprint button would be a most welcome addition to a game where getting out of harm's way in a hurry is a fairly common occurrence. We won't know for certain how these things are going to work in the final version, but none of them look like issues that can't be addressed.

LADY KILLER
Hammond's all mouth but his mysterious female companion wears the trousers.





■ **NOT FOR THE SOFT**
Forget any ideas you might have about running around with a super-hero mentality. Brains before bravery.

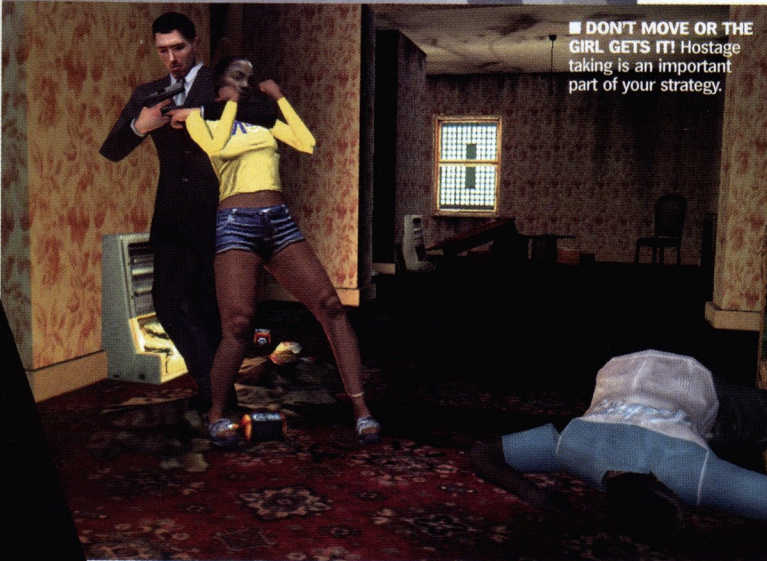


GORBLIMEY GUVNOR!
The Met were happy to help, providing voices and advice PS2s for their rec rooms and they loved it," says Director Brendan McNamara. Police bribery still works, then!



■ **CHARLIE SAYS**
When Mr Jolson (above) talks, you listen. Like you've got a choice...

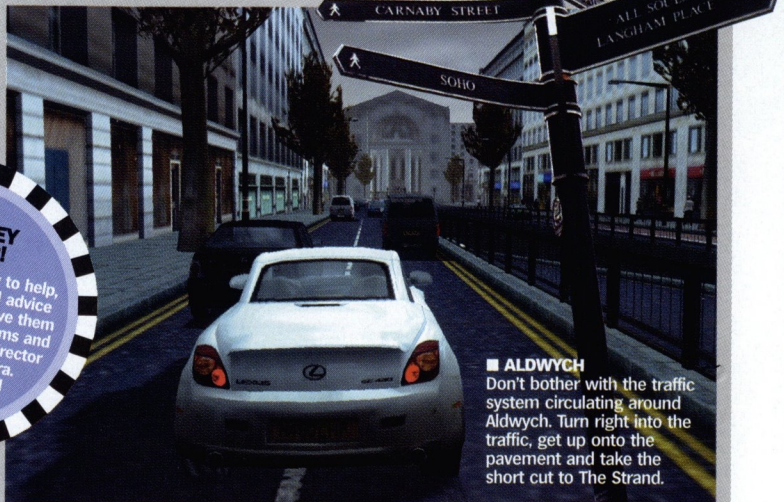
■ **HOLY SMOKE**
This bank job's made harder under a smoke bomb siege.



■ **DON'T MOVE OR THE GIRL GETS IT!** Hostage taking is an important part of your strategy.

STREETS OF LONDON

You'd have to be a nutter to drive around the West End in rush hour – unless you follow Mark Hammond's traffic dodging tips.



■ **ALDWYCH**
Don't bother with the traffic system circulating around Aldwych. Turn right into the traffic, get up onto the pavement and take the short cut to The Strand.



■ **THE EMBANKMENT**
This is the fastest way across the map from East to West, but you'll have to get back up to The Strand if you want to cross Waterloo Bridge.

■ **HYDE PARK**
What no entry sign? Enjoy the greenery as you off-road through Central London's biggest park.



■ **OXFORD STREET**
The quickest way down London's busiest street? Nick a taxi, then you can use the bus lane with impunity.

■ **REGENT STREET**
Pick up the speed in the wide lanes of Regent Street. If you're being chased, you can always dive into the labyrinth of Soho to lose the pigs.



■ **PARTY'S OVER, SUNSHINE** Get collared on the job and it's game over.

FANCY A SPOT ON CRIMEWATCH? Well, you've come to the right place. Any muppet who's doubtful about *The Getaway's* East End gangster credentials is going to button it pretty damn sharpish when the game begins. Not two minutes into the opening movie and the phrases "Off your rocker", "Do the business" and "Shut it!" have been uttered without a shred of irony. Hell, the first mission in Team Soho's long-awaited London crime epic is called 'The Frightener'. *OPS2's* been playing *The Getaway* - it's fast approaching the manor known as 'complete' and is looking, well, the business.

A LIFE OF CRIME RIGHT UP YOUR STREET? Then listen up! A few stark facts for you boys and girls. Embrace a life in London's gangland and you'll be looking at a 24-mission stretch. Each meaty chapter is subdivided into driving and 'on foot' tasks, so there's no danger of finding yourself short of action when the pie and mash hits the fan. For 12 missions you'll play as ex-con Mark Hammond, after which you pick up the story on the right side of the law as ballsy rozzer DC Carter. Different sides of the crime coin, but for how long?

DRIVIN' LIKE STEVE MCQUEEN Whether or not *The Getaway* is going to match *Vice City* when it finally hits remains to be seen. However, it must be noted that while a few elements of the game still needed a bit of a going over, Team Soho have done an amazing job with the physics and handling of the vehicles in *The Getaway*. In particular, the crashes are exceptional, with cars spinning and sliding around in a manner that is appropriate for the impact of the collision.

I SWEAR... PROFUSELY If harsh language offends then we humbly suggest you grab yourself a set of earmuffs before picking up a copy of *The Getaway*, because the expletives fly thick and fast in this one. It almost seems a tad excessive, but criminals aren't usually noted for their squeaky clean dialogue. If harsh language were enough to upset the OFLC enough to have them refuse classification, then *The Getaway* would be in dire trouble indeed.

YOU'RE GAAAN DAAHN! Says who? There's no getting away from it, *The Getaway* does borrow from crowd-pleasing forebears, most notably *GTAIII* when you're behind the wheel, and *MGS2* when the action heads indoors. But as *Jak And Daxter* proved, it's not what or even how much you pilfer from the greats, it's how you go about making the references your own. And *The Getaway* is doing it with some serious style. Having the whole of central London as your playground is quite brilliant for starters, and it lends the game a brooding, overcast atmosphere, as real locations blend with Hammond's tale of brutal, snowballing revenge. The verdict, officer? We ain't squealing just yet, but meet us back here next month and we'll have even more for your shell-likes. Got that Guv'nor? ☐ SR, DT & PF

opinion

PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA

THE GETAWAY's soon up for parole and the outside is looking tastier by the day. A slight problem with the game camera aside, it's both looking and playing like a total diamond. Sorted? Almost, my son.



WHAT WE WANT
■ The camera in 'on foot' missions to be tighter. Possibly the only obstacle to total enjoyment.

WHAT YOU WANT
■ "Lock Stock and The Long Good Friday in a game, you muppets," says Cujo_Mojo.

WHAT THEY WANT
■ A game that's equal to the hype and then some. You know, SCEE might just pull it off. Beauty.

HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN

■ COP A LOAD OF HIM
Introducing DC Carter, unstoppable cop machine and one of *The Getaway's* two heroes.

THE SPICE OF LIFE

Variety is the order of the day, and *The Getaway* delivers.



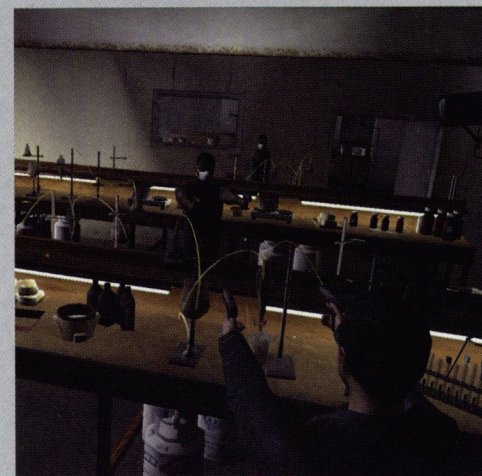
SO MANY TO CHOOSE FROM

So you've trashed your ride? Fear not, for there are in excess of eighty different types of vehicle to liberate from the Londoners. *GTA* obviously served as an influence here, as different vehicles suit different situations, just the same way they did in Rockstar's classic series.



SAY 'ELLO TO MY LITTLE FRIEND - GOV'NOR!

Pistols may be the weapon of choice for criminals who need to keep up appearances in suits, but rest assured that more serious weaponry is available in *The Getaway*. By simply hitting [R1] you can auto-aim at whichever limey sod is roughly in your sights, while you fire and move.



THE REAL DEALER'S DEAL

With its amazingly detailed interiors, *The Getaway* includes the sorts of environments that organised criminals would actually encounter, rather than locations that are included because they make for good eye-candy. Instead, you'll be finding places where they make nose-candy.

ALL THE SMALL THINGS

The Getaway's true class comes out in the details.



WHAT'S THE DAMAGE?

Not only do *The Getaway's* cars drive as well or as badly as the real things, but they take damage and their handling suffers accordingly. Steering pulls off-centre as engines stutter and chug to death. Brilliant.

IT'S A FAIR COP

The non-playable characters' AI is really impressive, none more so than with the police who set up roadblocks, hem you in and try to shut you down with unnerving intelligence at every turn.



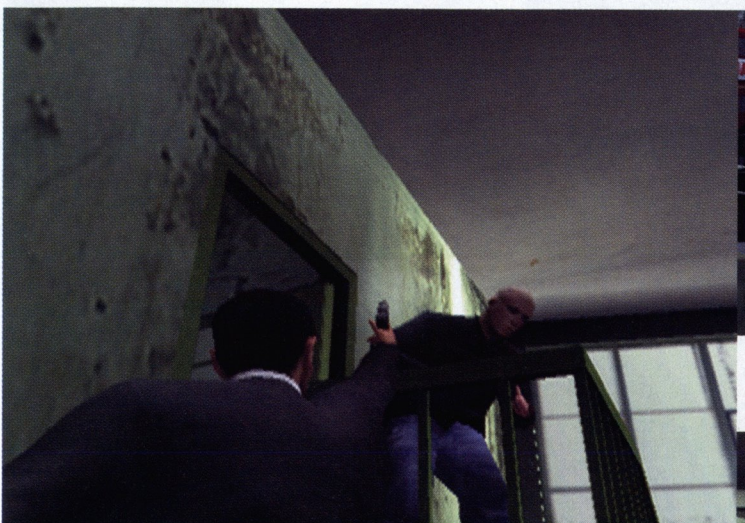
EARLY INDICATIONS

The Getaway's developers want you to be immersed in their crime epic. To this end, you won't find large cartoon arrows or even maps pointing your way during driving missions. Instead, your car's indicator lights will blink, subtly letting you know it's time to change direction.



HEALTH WARNING

There are no health packs in *The Getaway* and no health bar either. When wounded, the blood stains your suit. Get hurt badly and you'll start to limp or clutch your arm in pain as you shuffle on. It's not a pretty sight, but it's a whole lot more realistic than *GTAIII*.

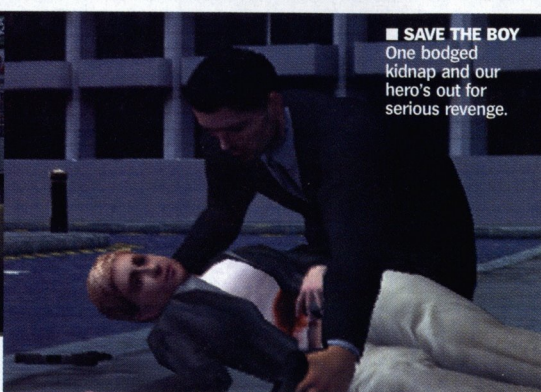


■ TAKE HIM DOWN

The Getaway's non-playable characters have sharp survival instincts.

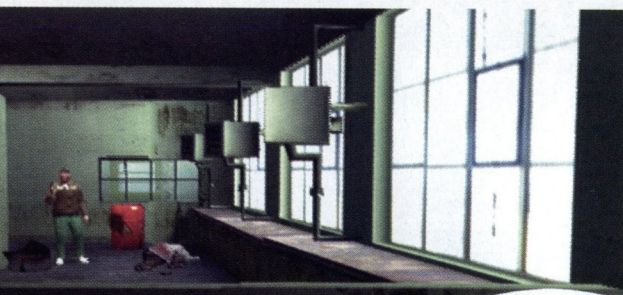


■ **DARK DAYS** Where *GTA* is all about cartoon violence, *The Getaway* goes for muted colours and realism.



■ SAVE THE BOY

One bodged kidnap and our hero's out for serious revenge.



■ **GET DOWN** Indoor missions are tense affairs that can explode into violence at any moment.

■ **THEATRELAND THUG** It can be murder trying to get tickets to see *Les Mis*.



WHAT'S THE STORY?

Ex-con Mark Hammond is trying to go legit when a tragic set of events draws him back into the gangland world he vowed to quit. On the other side of the law, DC Carter is after the very same gangsters Hammond is reluctantly working for...



■ **THE CRATE ESCAPE** You've got a shotgun, but he knows the layout of the gaffe. Your move.

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PLAYSTATION 2 MAGAZINE -
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THIS IS SOME DAMN COOL SH*T!



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GAMECUBE

PlayStation 2



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monitor

NEW CHARACTER

NAME Devil May Cry 2
PUBLISHER Capcom
DEVELOPER Capcom (Production Studio 1)
WEB SITE www.capcom.co.jp/devil2
RELEASE March 2002

PERCENTAGE COMPLETE 65%

NEW KIDS ON THE BLOCK

Only one of the 40-strong development team worked on the original DMC but as veterans of Resident Evil and Onimusha, of DMC2 is in safe hands, the latest news from Devil May Cry HQ demonstrates it's becoming more like its predecessor, too.

■ **LITTLE HELPER** New character Lucia is a dab-hand with her duelling swords.

■ **WOO WAY** Improvements to Dante's animation mean more artistic ways to shoot.

Flame-haired Lucia will show her fiery side to demon scum.

DEVIL MAY CRY 2

Introducing Dante's bit on the side.

SO DANTE'S NOT ALONE ANY MORE? Nope. Meet Lucia, a twin-sword-wielding female sidekick for our half-demon hero. As happened with Leon and Claire in Resident Evil 2 (Capcom's other horror-fest series) players will choose which character they want to start as, while on completing the game, it will be possible to then replay as the other character. Both characters will also have their own side missions in addition to the main shared plot. Obviously there are physical differences between the two as well. Dante can jump higher, climb walls and perform long-distance attacks with his twin pistols. While Lucia's focus is on close combat, using a traditional martial arts approach.

IS LUCIA A LOOKER? Glance to the right and see for yourself! And now that Capcom has completely overhauled the graphics engine, the quality and details of characters and environments will double. Dante's moves are also looking even cooler, with a new backward handstand vying with over-the-shoulder shooting as the smoothest animations. Other tricks to be implemented include a neat heat haze used to create some awesome weapon effects.

WHAT ELSE IS IN THERE? According to Producer Tsuyoshi Tanaka, the open environments provided by

the new city-based location will provide more opportunities for new styles of gameplay. It's certainly allowed the designers to let rip with their imagination; there's a batch of huge bosses, including mean flame-spitting dragons, rock-hewn giants and a towering weirdo with a powerful laser-mouth attack. While Tanaka-san confirms there will be a vehicle for Dante to fight and move with, he won't confirm it's a motorbike, the big tease. □ JJ

opinion PlayStation 2

DEVIL MAY CRY 2 is the coolest action game on PS2 and seems certain to be returning with more action, more depth, an extra character and big bad Dante as cool as ever.

WHAT WE WANT

■ Bigger guns, bigger explosions and evil demon spawn to slaughter with cool moves from Dante.

WHAT YOU WANT

■ "Dante both guns blazing astride a motorbike," is the fervent wish of forumite 7th-Level.

WHAT THEY WANT

■ Devil May Cry to become as big as the 15 million-selling Resident Evil series.

HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN

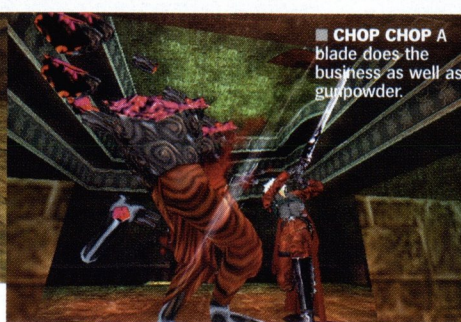
■ **FLEXIBLE FRIEND** Dante could have been a gymnast, but killing devils proved to be more fun.



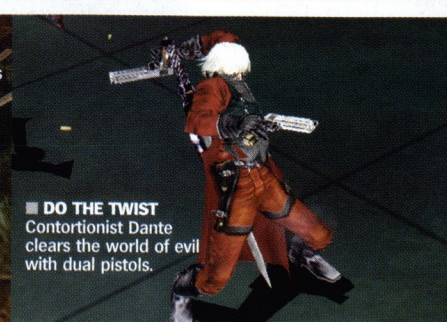
■ **GIRL ON TOP** The city-based action will take place on the streets and up on the roofs.



■ **SURROUNDED** Dante needs all his speed and power to vanquish the new demons.



■ **CHOP CHOP** A blade does the business as well as gunpowder.



■ **DO THE TWIST** Contortionist Dante clears the world of evil with dual pistols.



■ **180 DEGREES** The coolest action hero can now shoot enemies from front and back.



■ **OPEN UP** Beware the extra-large bosses. This one has a laser-spitting gob.

monitor

NEW SCREENS

METAL GEAR SOLID 2

NAME Metal Gear Solid 2: Substance
PUBLISHER Konami
DEVELOPER Konami JPN
WEB SITE www.konamijpn.com/products/mgs2_sub
RELEASE March 2003

PERCENTAGE COMPLETE

60%

GET IN THE GAME!

Log onto Konami's Metal Gear Solid 2: Substance site at: www.konamijpn.com/products/mgs2_sub/english/ and click on the 'Dogtag Campaign' button to be register your name into a draw. If your name is chosen, your details will appear on a dog tag in the final game. Immortality!

■ **AROUND THE CORNER** VR missions distil Metal Gear gameplay into a series of hardcore challenges.

■ **WHAT THE TUX?** Snake's spotted in the bogs but it's the guard who's shaken and stirred. Eat your heart out 007.

■ **ON FIRE** Alternative Missions will mix and match MGS2's characters and environments in new challenges.

■ **HE'S THE MAN** MGS2: Substance promises a full return to action for Solid Snake.

METAL GEAR SOLID 2: SUBSTANCE

You asked for more Snake. You got him.

SO MGS2 JUST GOT BIGGER? Oh yes. Most developers faced with criticisms that their hugely successful game relied on a few too many cut-scenes and didn't feature a favourite hero nearly enough, would probably ignore the comments and point to the sales figures as proof that they got it right first time. Not so Hideo Kojima. As these new screenshots of *Metal Gear Solid 2: Substance* show, not only has he taken the punters' opinions on board, but he is currently crafting a companion to *Sons Of Liberty* that will deliver exactly what it says on the tin.

WHAT DO THE NEW SCREENS SHOW US? Check out Snake in action above and you'll see a tantalising glimpse of the mission-based action to be found in *Substance*'s trio of sections. 'Snake Tales' lets the main man shake off young whelp Raiden in a series of five missions that complement the main objectives of *Sons Of Liberty*. By far the most visually intriguing images are from the 200+ new VR Missions that pit Raiden and Snake against a series of tactical challenges where neither enemies nor environment are predictable entities. This is *Metal Gear* distilled and should make for a suitably hardcore companion to MGS1's own excellent VR Missions.

ANYTHING ELSE? There will be a further 100 Alternative Missions on offer, remixing elements of *Sons Of Liberty* with new costumes, challenges and, in one inspired case, the chance to grind up the Big Shell as Snake on his very own skateboard. And the flipside of the DVD will feature the full *Sons Of Liberty*. Excited? Just wait till next month when we'll be spilling the beans on our first *Substance* playlist. □ PF

opinion

PlayStation 2
OFFICIAL MAGAZINE-AUSTRALIA

MGS2: SUBSTANCE is the result of Konami listening to its fans and giving them what they really want. More than just an enhanced MGS2, this promises to be a profoundly satisfying game in its own right.

WHAT WE WANT

■ We want to play the Solid Snake skate level. Stealth grind ahoy!

WHAT YOU WANT

■ Grant Wickham from NSW would like to be able to play the whole of *Sons Of Liberty* as Snake.

WHAT THEY WANT

■ After complaints that MGS2 had too much story, Konami wants to give gamers a purer fix of action.

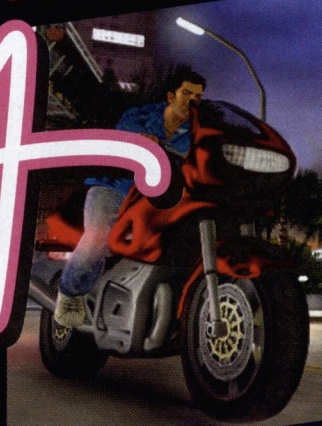
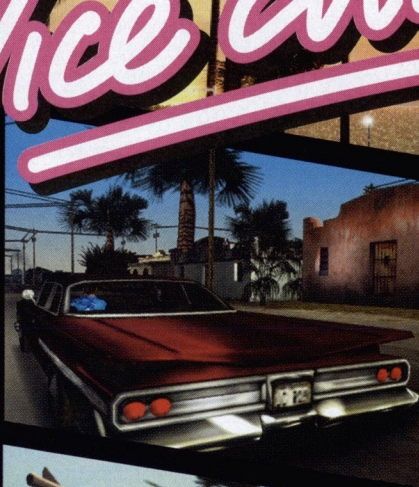
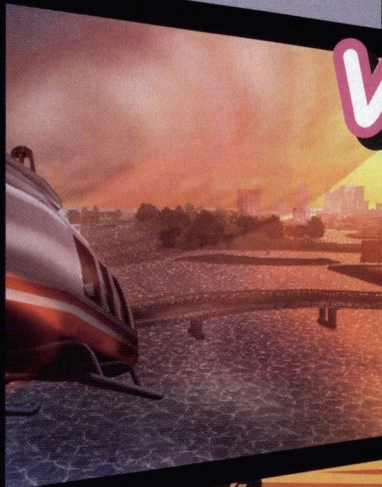
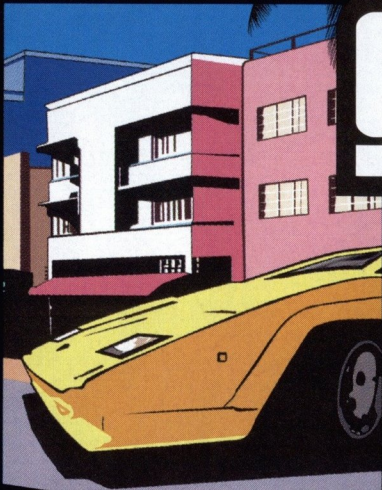
HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN

PlayStation®2

Grand Theft Auto

Vice City



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monitor

NEW SCREENS



NAME Lara Croft Tomb Raider:
The Angel Of Darkness
PUBLISHER Eidos
DEVELOPER Core Design
WEB SITE www.tombraider.com
RELEASE February 2003

PERCENTAGE
COMPLETE

75%

■ **CUL-DE-SAC!** Fight or flight?
Lara must tackle man and
beast to prove her
innocence...

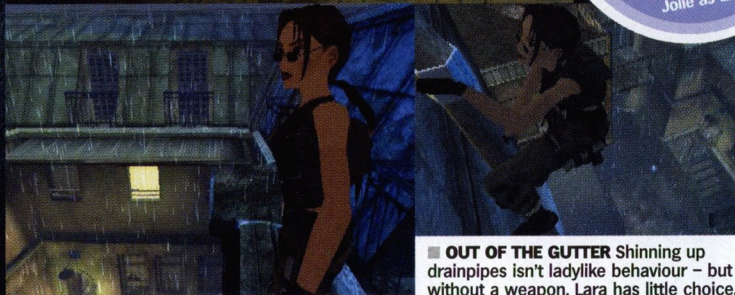


■ **MON DIEU!** She's a wanted
criminal is our Lara. Better
hotfoot it outta there, girl.



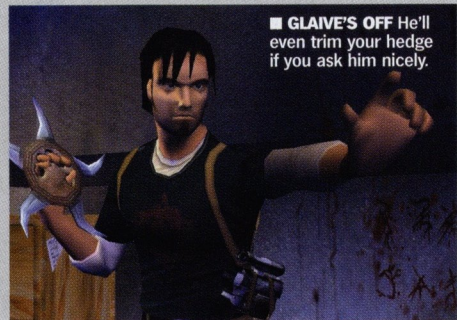
LICENCE TO PRINT MONEY
After the success of the
first Tomb Raider movie, the
sequel, tentatively subtitled
The Cradle Of Life, is now in
pre-production, scheduled for
a 2003 release. Jan de Bont
[Speed] will direct the
delightful Angelina
Jolie as Lara.

■ **OUT OF THE GUTTER** Shinning up
drainpipes isn't ladylike behaviour – but
without a weapon, Lara has little choice.



WHO'S THE NEW GUY?

Ms Croft gets herself a new companion, one Mr Trent...



■ **GLAIVE'S OFF** He'll
even trim your hedge
if you ask him nicely.

Whatever your take on Lara's sex appeal, there's no doubting the clout of the Croft. Boys wanted her, girls wanted to be like her – and everyone else sniffed rather condescendingly that they were above that sort of thing. But with Lara's deliberately darker PS2 debut hitching a ride on the current movie fad for all things occult, Core is cannily introducing a rival to the feisty Raider's affections – one Mr Kurtis Trent.

A casually attired thinking girl's cadaver-assaulting crumpet, freelance demon basher, former Legionnaire, and the last surviving initiate of the Lux Veritatis cult, Trent looks set to titillate as much as his bustier forebear. Or so Core hopes. Kitted out with a blade-ringed glaive (a kind of frisbee you don't want to catch unless you're wearing concrete gloves) and all the gravity-defying acrobatic acumen of a Moscow Circus artiste, he's on a mission to avenge the death of his pop at the hands of black alchemist Eckhardt. While tracing his nemesis, Trent runs into Ms Croft, and the two help each other's causes.

■ **NICE LUX** Trent is the
last surviving member of
noble cult Lux Veritatis.



TOMB RAIDER: THE ANGEL OF DARKNESS

OPS2 unearths exclusive shots of Ms Croft's first PS2 outing.

SO WHAT ARE THESE SHOTS SHOWING? You're looking at a previously unseen level of *The Angel Of Darkness*. It's the opening scene of the game and Lara is on the run after being put in the frame for the murder of archrival, Von Croy. Set in the backstreets of Paris, the unarmed Lara must avoid the attentions of les gendarmes as she struggles to prove her innocence. She could hide behind walls, get into a skip a la *Solid Snake*, or even climb up a drainpipe before hotfooting it over the roof.

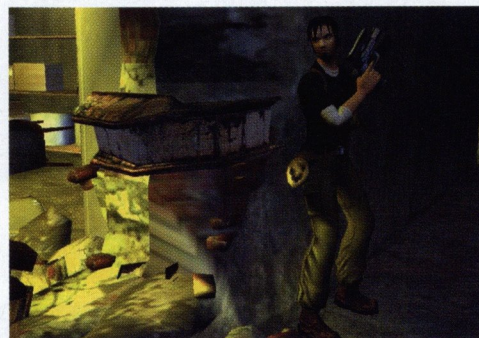
HAS CORE IMPLEMENTED ANY NEW FEATURES?

In Lara's latest adventure, the new game style will unlock different awards and abilities. For example, by shimmying up a drainpipe, Lara's upper body strength will be enhanced, and as she gets stronger she'll gain access to previously unreachable locations. "This type of structure fundamentally changes the game dynamic," reckons Core's

Operations Director Adrian Smith, although they'll never be vital to the success of a mission. "If you need better jumping ability to make a specific jump, you'll get it," he says. "It's just that you also could have got it 30 buildings ago, which means you could have taken a different route." This approach will obviously add to the game's level of replayability.

WHERE ELSE CAN LARA GO?

Confirmed locations include the Catacombs under The Louvre museum in Paris, which is where players will first experience the traditional gung-ho *Tomb Raiding*-style of gameplay. It will also be the place where Kurtis Trent, the game's other playable character will be introduced. "But you don't get to play Kurtis until the last third of the game," Smith reveals. "He has different characteristics to Lara and while he plays a small part, it's an important part." OPS2 will be revealing more of Lara's assets next month. □ JJ



■ **CULT FICTION** Steady, girls. New man Kurtis Trent doesn't become a playable character until the last third of the game.

opinion PlayStation 2

TOMB RAIDER: THE ANGEL OF DARKNESS promises to bring new finesse to the biggest-selling PlayStation series ever, but Core mustn't change the two elements people love: the girl and the guns.



WHAT WE WANT

■ A graphically intense and grittier game, combined with as much action and thrills as before.

WHAT YOU WANT

■ On the forums, fan Dave Roberts pleads: "It's been 526 days, not that I've been counting!"

WHAT THEY WANT

■ To finish on time and revitalise the series for another five years.

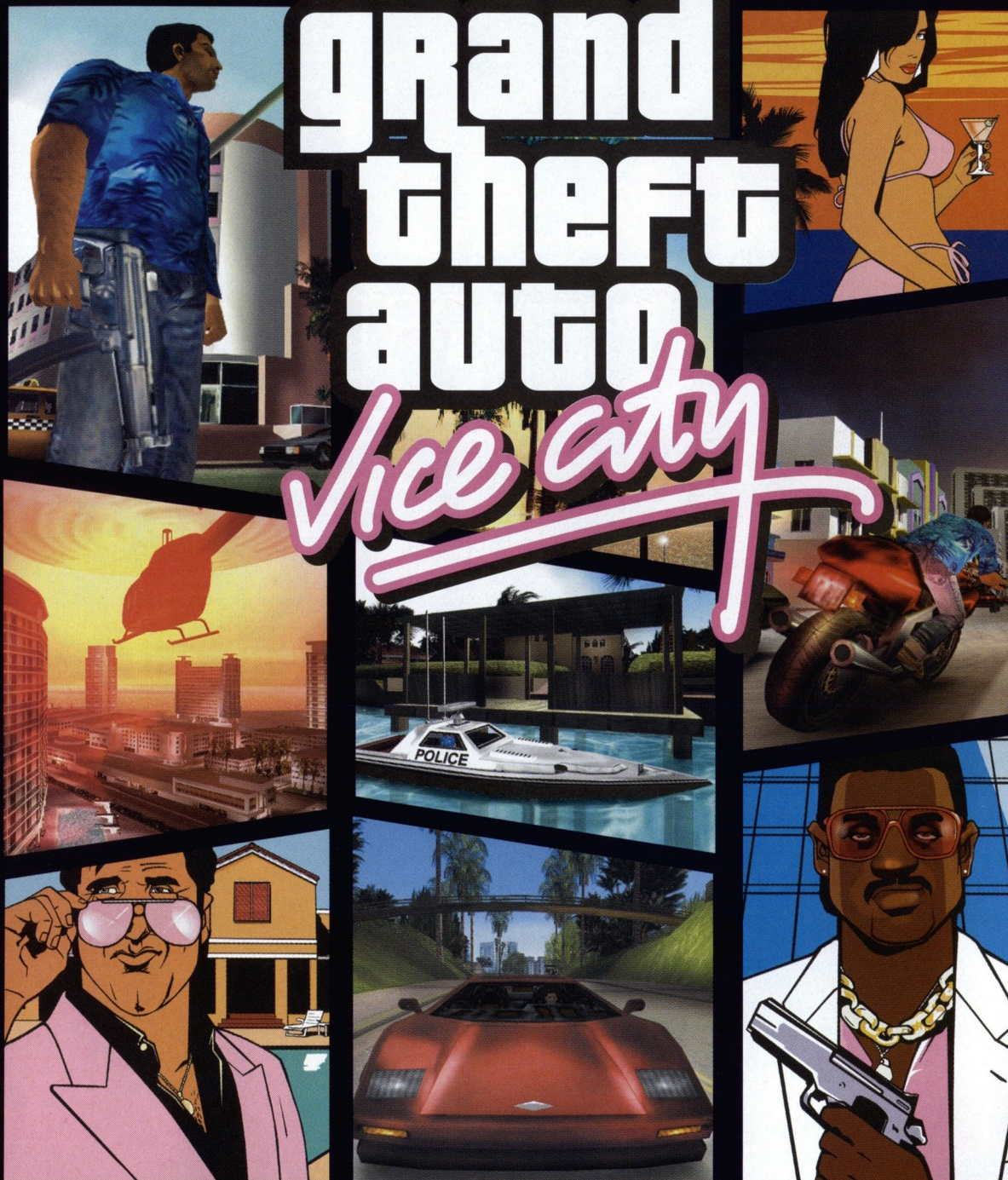
HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN

PlayStation®2

grand theft auto

Vice City



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monitor

ON LOCATION



NAME Mortal Kombat:
Deadly Alliance
PUBLISHER Midway
DEVELOPER Midway (Chicago)
WEB SITE www.mortalkombat.midway.com
RELEASE December

PERCENTAGE
COMPLETE

70%



■ **SPIRIT HUNTER**
Think blind fella
Kenshi is an easy
target? Think again.



MORTAL KOMBAT: DEADLY ALLIANCE

News on Midway's maunder, direct from Chicago.

THIS WHERE I SAY "FINISH HIM!" RIGHT? Indeed it is. "Finish him!" is, as anyone of a certain age can attest, the cry that indicated the end of a *Mortal Kombat* bout and the beginning of a 'fatality' – a final move which had man offal flying off at all angles. Back in those days, MK was a thrash-metallic, liberal-baiting psychopath of a beat-'em-up as opposed to the dull combo-heavy stratagems of *Street Fighter* et al – and it's back.

WHY CHICAGO? This is the base for Midway's US game studios, in particular Ed Boon's *Mortal Kombat* team. We were lucky enough to visit and check out the latest build. Sadly, we didn't get to try out the fatalities (see 'Finish Him! Again!') but the early version we did play was already the business. Based around a Shaolin Tournament now threatened by the partnership of nutso wizards Shang Tsung and Quan Chi, MK:DA looks the bomb – opulent backgrounds now showcase mist-enshrouded pagodas and distant whirlwinds, while cool character effects include blood trickling down a fighter's bruisable face. And if those infamous fatalities match the weapons on offer, then it's time to order the plasters for what will be the PS2's first '18' certificate beat-'em-up.

SO IT'S NOT SPECIAL FORCES MK II THEN? Ah, very funny. Yes, MK's reputation was harmed by slack spin-offs but Midway is genuinely looking to innovate rather than exploit. It's reimagined, it's revitalised and it's gonna have another Monitor piece when we get to play the NTSC code with those fatalities included. As a wise man said 267 words ago, "Finish Him!" □ **MG**

opinion

PlayStation 2

OFFICIAL MAGAZINE-AUSTRALIA

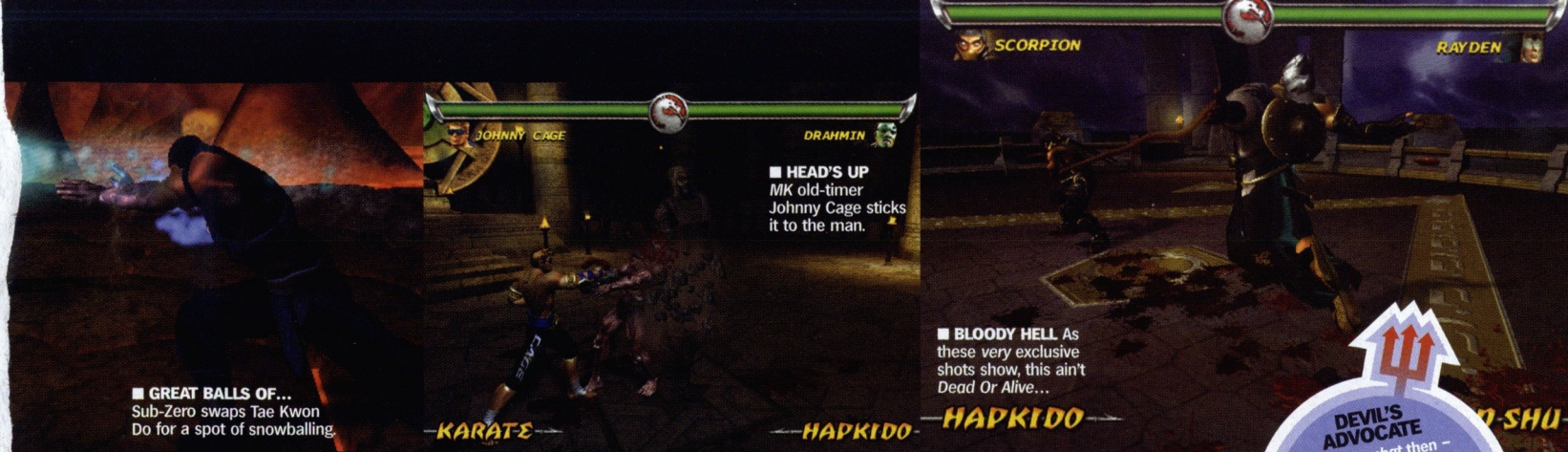
MORTAL KOMBAT: DEADLY ALLIANCE is looking and playing way better than ever. With superb animation and attention to detail, it looks like we could all be in for another Mortal Monday (ask yer Dad).



WHAT WE WANT	WHAT YOU WANT	WHAT THEY WANT
■ You've seen the pictures... Give us more of those ace fatalities!	■ According to MK forum regular Stryker 666, "different coloured blood" would be just peachy.	■ A true 21st Century beat-'em-up that puts <i>Mortal Kombat</i> right back on the map.

HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN



■ **GREAT BALLS OF...**
Sub-Zero swaps Tae Kwon Do for a spot of snowballing.

■ **HEAD'S UP**
MK old-timer Johnny Cage sticks it to the man.

■ **BLOODY HELL.** As these very exclusive shots show, this ain't Dead Or Alive...

DEVIL'S ADVOCATE
Mortal Kombat then – a sad cash-in on days gone by, yes? Exactly what we thought until we played it. Another cynicism-disabling feature is the addition of 'currency' points that allow you to buy new fighters, modes and backgrounds.

FINISH HIM! AGAIN!

It's here that we proudly present the world's first screenshots of a PS2 Mortal Kombat fatality. The gentleman being relieved of his skeleton by Sub-Zero is karate 'expert' Scorpion. We've seen the animated movie from where these images are taken from and trust us, things are gonna get reet bloody come release time. Enjoy.



1. NOW, BRACE YOURSELF...

Don't let that deceptively full life bar fool you – Scorpion is out for the count and is about to get a nasty surprise courtesy of Sub-Zero's right fist. Steady.

2. OW, THAT BLOODY HURTS!

Sub-Zero stuffs his fist into Scorpion's back and grabs hold of his opponent's spine. Blood gushes onto the floor, Scorpion arcs his back in agony and things are looking iffy.

3. UM, IS THERE A DOCTOR IN THE HOUSE?

More tomato sauce jets onto the floor as Sub-Zero yanks Scorpion's spine back, pulling him upright. The chances of Scorpion making a comeback are now less than nowt wethinks.

4. LOOK, YOU'RE JUST MAKING IT WORSE NOW...

One final push forward on Scorp's lower spine should loosen matters up before the fat lady finally sings.

5. CONGRATULATIONS, IT'S A BOY!

Sub-Zero pivots around and yanks the skeleton from Scorp's body. A boneless cadaver slips to the floor and Sub-Zero takes a deserved bow. Just you wait until you see the other fatalities. Brrr.

monitor HANDS-ON



NAME Auto Modellista
PUBLISHER Capcom
DEVELOPER Capcom
WEB SITE www.automodellista.com
RELEASE November 29

PERCENTAGE COMPLETE 90%

IT'S JUST EYE CANDY, RIGHT? Wrong. Sure, from the very first screenshots, it's been impossible to ignore *Auto Modellista's* cel-shaded style but we recently got our mitts on a near-finished version of the game and were happy to find that it handles as well as it looks. After an initial panning by critics for fluffy gameplay, a spanner has been taken to the physics engine – it's been stripped, rebuilt, and is now purring like a kitten.

IS IT SAFE TO DRIVE? Keeping the pedal to the metal around the whole track is no longer an option, unless you want to slam into the barriers or grind to a dead stop in the gravel trap, that is. And while the game is still not quite as technically unforgiving as a *Gran Turismo*, the element of fun for non grease monkeys remains as intact as your indestructible car.

LOOKS OR PERSONALITY? Both! While tweaking the mechanics are undoubtedly important, we've fallen in love with the customisable car design. Every panel can be painted and stickered a different colour to make your car truly unique. Our choice? Lime green bonnet, bright pink wing mirrors and red go-faster stripes. Sweet. The good news is that you'll earn more body kits and sticker sets as you make progress. □ **MW**

AUTO MODELLISTA

Go faster stripes with a difference.



'AVE A WORD!

"I'm surprised by how good some players are already. On certain tracks it's actually quicker not to use the obvious racing line, and I didn't think people would discover that so quickly." Yoshihiro Sudo, Producer

opinion PlayStation 2

AUTO MODELLISTA features reassuringly good gameplay and a stunning aesthetic. Its array of customisable aspects should keep you tinkering away in the garage, too.

WHAT WE WANT

■ Hi-octane racing that looks truly spectacular. And online play would be nice – eventually.

WHAT YOU WANT

■ TheGoodDoctor on the forum reckons "Cel-shaded damage would be great".

WHAT THEY WANT

■ A game that recreates the art of street racing and justifies the lavish design approach.

HOT OR NOT?

FRIGID TEPID WARM HOT **BOILING** MELTDOWN

monitor

NEW SCREENS



NAME Star Wars: Bounty Hunter
PUBLISHER Activision
DEVELOPER LucasArts
WEB SITE www.starwarsbountyhunter.com
RELEASE November 25

PERCENTAGE COMPLETE

60%

TURRET'S SYNDROME
Waste the goon, and you can man the mounted machine gun.

MASTER BLASTER
It's difficult to stick to a stealthy approach with these pistols glued to your hands.

DUAL DUELLING
Twin blasters allow you to target two hapless enemies simultaneously.

FETT'S JET
Jango's jetpack gives him an instant advantage over ground-bound foes.

NEXT OF KIN
Also due for release from LucasArts in December is *Star Wars: The Clone Wars*. It won't feature Jango, but you'll notice that the clones bear him a mighty resemblance...

STAR WARS
THE CLONE WARS

STAR WARS: BOUNTY HUNTER

Jetpacks and dual blasters – learn the latest Jango lingo.

JANGO – WHO HE? Watch *Episode II*, fools! Jango Fett is one of Lucas's coolest ever characters whose job in this game is simple: jetting around the galaxy, dispatching alien miscreants for cash. Of all recent *Star Wars* videogames, *Bounty Hunter* is the one that's generated most excitement in the *OPS2* empire.

WHAT'S JANGO'S ULTIMATE GOAL? To capture the bounty of Bando Gora cult leader, Komari Vosa (a kind of goth Charlie Manson). Vosa – a powerful former Jedi gone bad – hangs out in a hidden citadel on an ancient burial moon called Kohlma, enslaving followers by use of the Force. Jango is aided by Rozatta, the chain-smoking female compatriot of Watto from *Episode I*. The landlady of Jango's Outland Station base, she appears in cut-scenes, arranging new bounties for him to hunt. Jango also has a reluctant ally in the changeling Zam Wesell who you meet early in the game on a prison asteroid. We know Zam prefers sneaking and sniping to Jango's more direct approach, so can only hope that Zam is playable in later levels. Jango's most visible rival is Montross, a brutal fellow bounty hunter who's in it for the sport, not the spoils – he never brings in a bounty

alive. Montross is employed by the Bando Gora to bounty hunt the bounty hunter.

WHAT DO THE SCREENS TELL US? They show that all Jango's weapons – the grenades, the missiles, the flamethrower, the dartcaster, the sniper rifle and the dual blasters – are available from day one. ☐ SR

opinion PlayStation 2

STAR WARS: BOUNTY HUNTER is an enticing prospect, exploring the seedier side of the *Star Wars* universe. It looks as if the action will come thick and fast for Jango, so let's hope the game has depth.

WHAT WE WANT	WHAT YOU WANT	WHAT THEY WANT
Jetpack-powered duels against armies of uglies from the darkest corners of the galaxy.	"Loads of weaponry and ability to use those flying boosters," says forum dweller Marine.	A chance to restore credibility after the farrago that was <i>The Phantom Menace</i> game.

HOT OR NOT?
FRIGID ☐ TEPID ☐ WARM ☐ HOT ☐ BOILING ☐ MELTDOWN ☐



FETT FATALE The blasters have a better range than you'd think.

SPYRO: ENTER THE DRAGONFLY

The petite prince of the platform wings his way to PS2



WHAT'S HAPPENING WITH SPYRO'S PS2 DEBUT?

Serving as one of the more successful platform game protagonists on PSone, Spyro is all set to make his PlayStation 2 debut, and after a hands on with the leapin' lizard *OPS2* are happy to report that the changes haven't been purely cosmetic. That's not to say that the pint-sized dragon hasn't undergone a facelift, because the transition to Sony's premiere gaming console hasn't done Spyro's looks any harm at all. The worlds in which our diminutive dragon are just as luridly colourful as before, but are clearly more lucid, with the detail and draw-in distance being much healthier now thanks to the jump in hardware that new developers Check Six Games have at their fingertips.

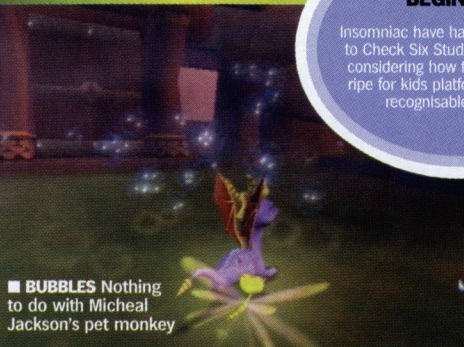
ARE WE LOOKING AT SOMETHING DEEPER?

This time around Spyro must do his level best to rescue the missing dragonflies (the source of dragon magic in the *Spyro* universe) and deal with whichever malevolent force of nastiness has taken them away. A new arsenal of breath weapon options help to add a smidge of depth and puzzle solving to what has always been a simplistic series of games. An icy breath attack works to freeze opponents, which can in turn create blocks of ice that Spyro can use to jump to otherwise inaccessible areas, while a bubble breath comes in handy for capturing dragonflies.

WHO'S THIS SPYRO SUITED TO? In a world where most games are based on themes that are clearly pitched toward the mature player who can't get enough of their violence, gratuity and naughty bits, it's reassuring to see that there are still some games like *Enter the Dragonfly* that cater for the youngest of gamers without skimping on the production values. He's a little too wholesome and simple for a mature gamer to get much from, but Spyro looks like he'll make an excellent companion for a younger relative come this Christmas. ☐ DT



■ SHOCKING BREATH
Your breath would sting too if you ate raw sheep



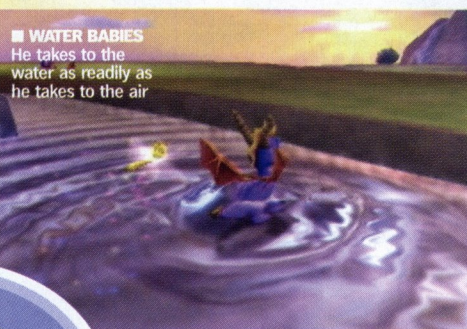
■ BUBBLES Nothing to do with Micheal Jackson's pet monkey



■ LEEK 'N' LIZARDS
No two ways about it, Spyro prefers meat

NEW BEGINNINGS

Insomniac have handed the reins on to Check Six Studios, an odd move considering how the PS2 is clearly ripe for kids platform game with a recognisable character.



■ WATER BABIES
He takes to the water as readily as he takes to the air



opinion PlayStation 2

SPYRO: ENTER THE DRAGONFLY appears to be on target to bring the series to PS2 gracefully, with enhancements across the board. Look for a full review next issue.

WHAT WE WANT

■ Less of the high-pitched buzzy dragonfly dialogue sound effects.

WHAT YOU WANT

■ "A more grown up Spyro that can fly around", declares forum poster Sideshow Rob.

WHAT THEY WANT

■ To capture as big a PS2 fan base as the PSone series had.

HOT OR NOT?

FRIGID ☐ TEPID ☐ WARM ☒ HOT ☐ BOILING ☐ MELTDOWN ☐

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WRC II BLOKE!

■ **PURE EVO**
Martin poses with a pristine Evo VI. It won't stay like that for long.

MARTIN KENWRIGHT

The CEO of Evolution Studios takes a break from WRC II to discuss car crashes and how he lost an Italian lawyer his job.

Were you into rallying before working on World Rally Championship?

A little bit. I was never one of those guys who stands up mountains wearing a woolly hat watching the sport. I was more into owning rally-type cars. I bought a Mitsubishi Lancer Evo VI at the same time as starting work on WRC and it allowed me to appreciate why rallying would work as a game.

What has the car taught you?

To remember when you're working and when you're not working, because it can be really messy. You ought to see the back bumper [it looks like it's been hit by a steamroller]. As far as I'm concerned, a car is there to be driven. I don't collect clean, polished cars.

Have you taken it out on a test track?

Erm... something like that.

So you took it for a spin round your local estate?

Er... well, the police might read this...

Owning the car must give you a good insight into rally driving though?

Actually, I went to an event in Cumbria with Ford and drove in one of McRae's old cars. When I got back into my car, it

"WITH WRC II WE WANT MORE TITS AND LESS WOOLLY HATS"

felt like a transit van. Ever since, I've never tried to drive it aggressively.

Have you thought about competing?

I haven't got my rally licence, but I'm looking into it. Me and a few of the lads nearly competed in the Network Q rally last year, but we lost our nerve when one driver did six barrel rolls down a 200-foot cliff right in front of us.

What's the philosophy behind WRC?

We were originally doing flight sims, creating some of the best games for a very small market. Then GT arrived and we thought, if we could do the same for motorsport that we're doing for flight sims, we could help define the genre.

Has working with a licence been all good, or has it brought problems?

It's been great to have access to the cars and drivers. There have been a few restrictions – we try not to mutilate any of the crowd...

Has Hideo Kojima played WRC?

Yes, he came to the office. He couldn't believe the technology we had and the distance you can see in the game. He was very impressed.

Did you swap handling physics?

[Smiles] No, I think it was all one-way.

Why is rallying better than F1?

With F1 you watch the cars going around, then you get up, go off to make a cup off tea, and when you come back they're still going round and round. With rallying on TV you miss one minute and suddenly it's "Oh my God, what happened then? The car's upside down, hanging off a cliff!" It's got an entertainment value that leaves all the others trailing.

Has WRC attracted any fervent feedback from those passionate, woolly-hatted rally anoraks?

With WRC II we want more tits and less woolly hats. I'll go on record with that [this, we hope, is a reference to the fact that the rally coverage on UK TV gets a large female audience]. There are the people who send us photos saying, "We've built this simulator seat out of a bath, or an armchair. Do you like it?"

Some people lose focus – they forget that it's just a game. Then there was an Italian lawyer who won an Italian WRC challenge, to compete in the European WRC championship. He asked his boss for two weeks off just to play the game. His boss laughed at him, so he promptly handed in his notice and quit his job.

How did he do?

He was knocked out in the first round...

So, how's the beard coming along?

I just bought some lotion to help me grow a long hairy beard. It's so good, I might try it on my face! □ KS

CURRICULUM VITAE

Name: **Martin Kenwright**
Job title: **CEO, Evolution Studios**
Nationality: **British**
Date of birth: **13/10/67**

Gameography:
1987, **Mirrorsoft**
Falcon (Amiga)

1989-1999, DID:
RoboCop 3
(NES, GameGear),
Wargasm (PC),
F29 Retaliator (PC),
TFX (PSone)

2002, Evolution Studios:
World Rally Championship (PS2)

Hobbies:
Liverpool FC,
driving, travel

Favourite bands:
Pink Floyd,
Chemical Brothers

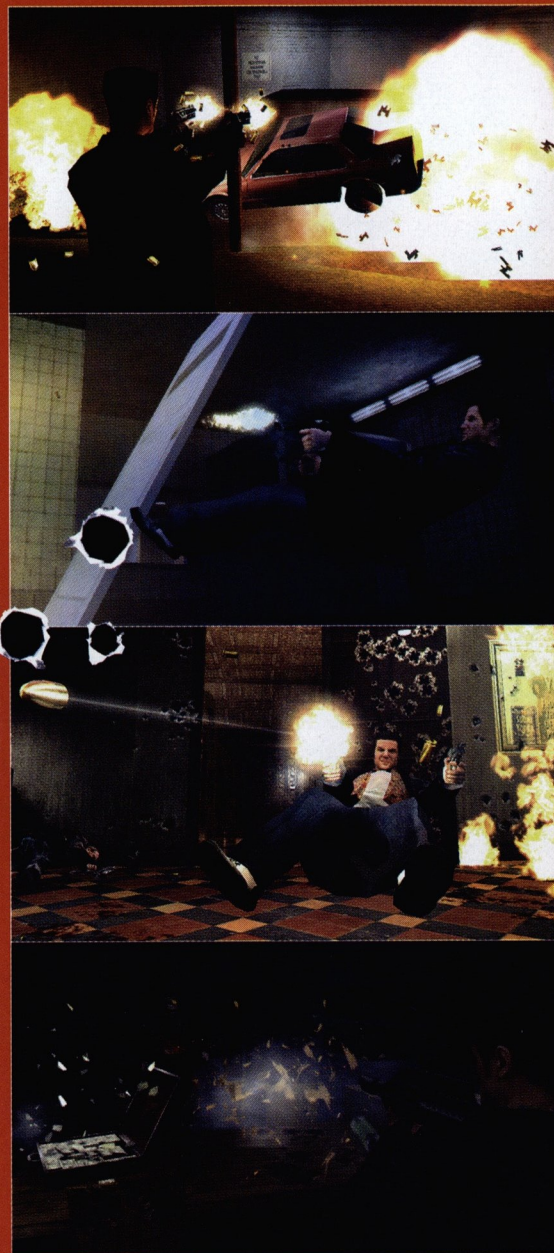
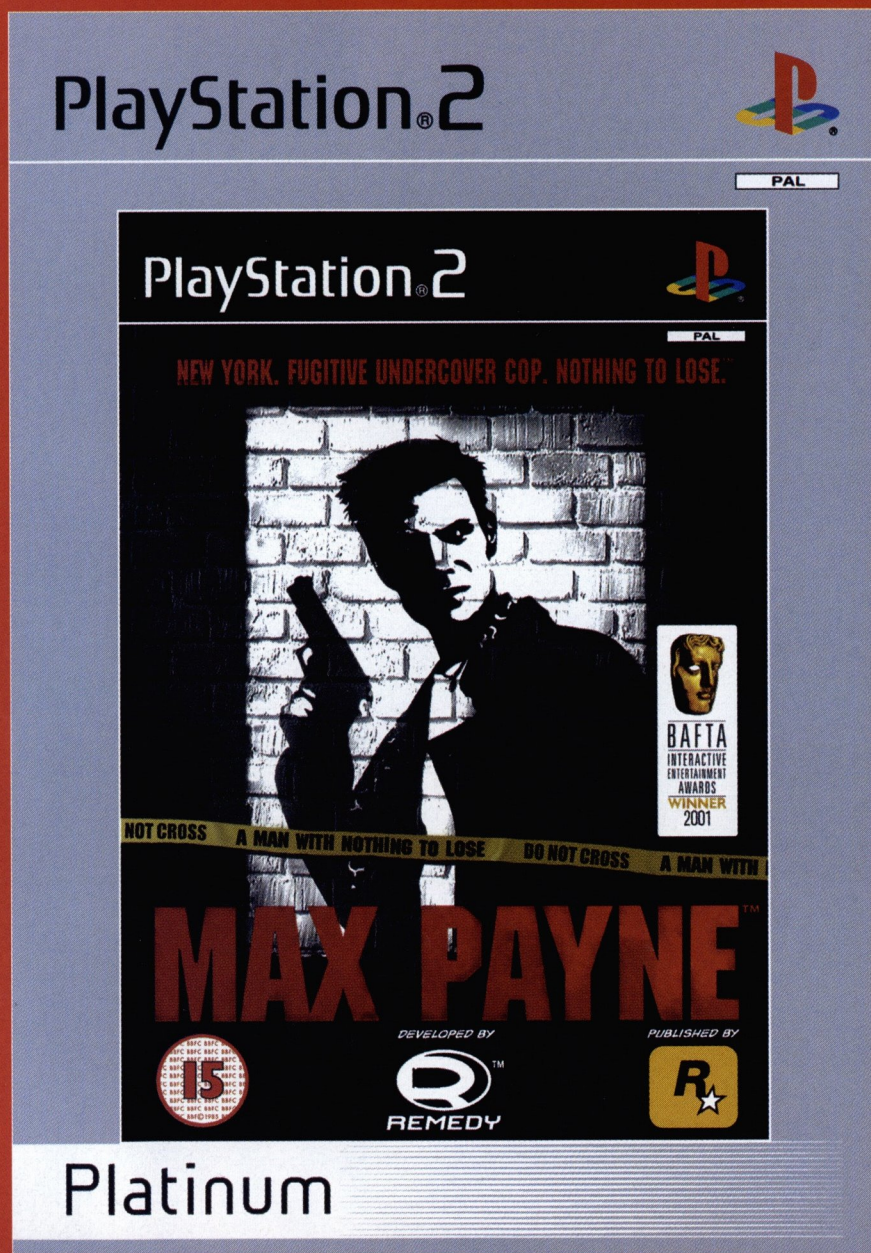
Favourite films:
The Matrix, **Gladiator**



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THE ALTERNATIVE GAMING RULEBOOK

The final boss is dead and the credits are rolling, but that doesn't have to be the end. Squeeze more life from your played-out PS2 purchases with our guide to rewriting the gaming rulebook.



On the shelf next to your TV, or at the back of a cupboard, piled up next to discarded copies of Buckaroo (with knackered bucking mechanism), Operation (missing funny bone) and Mouse Trap (immediately lost its appeal after first go) you have a collection of PS2 games that you don't play as much as you used to, if at all. This is natural, of course. You play games, you complete games. End of story, right?

That's assuming you always play by the rules. Once you've paid 40 quid for a game, it's yours to abuse as you will. And with the minimal amount of lateral thinking, a few props and several like-minded mates, you can remix pretty much any game for your own needs.

So come on, shake off the shackles of conventional gaming! Tear up that imperious instruction manual! You've played the game their way, now it's time to get creative. Here for your inestimable pleasure is a collection of alternative ways to play the games you thought you'd exhausted...



THE ALTERNATIVE GAMING RULEBOOK

CHAPTER 1: RACING GAMES



The problem with some racing games is that they are too predictable. Conversely, the thrill of driving in real life is its unpredictability. At literally any moment a befuddled housewife could be pootling the wrong way down the M4 in a maroon Volvo. This never happens in GT3. So here are some challenges designed to capture the exciting, near-constant danger of driving on idiot-filled roads.

ONLY ACCELERATE

Braking is boring. And what's more, it's rather unmanly. When faced with a road that's more curvaceous than Jennifer Lopez, the correct procedure is to accelerate and guffaw heartily at danger. So for this challenge, select the racing game of your choice and, when the green light flashes, hit the accelerator and don't remove your finger/thumb. Ever. The aim is to get as far as you can before crashing out in a blaze of glory. Of course, this will work much better if you take turns against a similarly peril-loving friend, but make sure you choose a circuit that you both know equally. There's an unfair advantage in knowing which way to turn, even if it's unlikely that you'll make that corner...

REVERSE RACE

Think you're a dab hand at reversing? How about reversing at high speed against another car along a racing circuit? Eagle-eyed *Gran Turismo* fans may have spotted the rear-view mirror at the top of the screen in the in-car view. You may not have noticed, however, that you can effectively drive your Nissan Skyline backwards using this handy tool to see where you're going. And that's the challenge. Line up against a pal and on the 'go' signal, you both have to hang a U-turn and hit the track in reverse. You can either do a whole race (which will take a considerable amount of time) or just see who can get the furthest within, say, one minute.

FORMULA ONE CHICKEN

A favourite pastime of intellectually challenged American youths in the Fifties, 'Chicken' involves two cars driving towards each other, with both drivers determined not to be the first to swerve. Imagine a modern version of this with one driver careering toward 22 others – especially if they're not driving big chugging Ford Edsels, but million pound Formula One cars. So how many laps of *F1 2002* (or any other *F1* game for that matter) can you survive, driving against the flow of traffic (ie, the wrong way round the circuit)? As soon as you make the slightest contact with another car, it's race over.



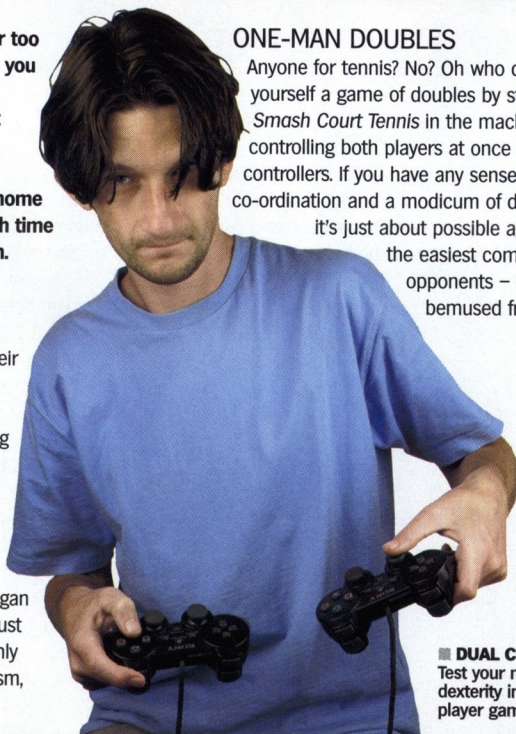
THE ALTERNATIVE GAMING RULEBOOK

CHAPTER 2: SPORTS GAMES

SPORTS GAMES Sports games take themselves far too seriously. When was the last time you saw a streaker stop play in EA's *Cricket 2002*? Or a comedy handbag fight breakout between temperamental foreign stars in *Pro Evolution*? As far as we are aware, no boarders have ever been sent home from *SSX* after failing marijuana tests. High time to bring sports games back down to earth.

THE PITCH AND PUTT OPEN

These days, every scruffy prole can hit the grown-up golf course every weekend with their swanky gloves and full set of carbon-fibre shafted clubs. But deep down, do you miss the uncomplicated childhood joy of smacking a knackered ball around the local park and putt course with your Dad, clutching a bent putter and a five iron so old it should really have been melted down for munitions in WWII? Admit it, you do. In which case, get back to where your sad golfing obsession began with this nostalgic challenge in which you must complete a hole (or a whole course) using only a putter and a seven iron. And for extra realism, play against your Dad!



ONE-MAN DOUBLES

Anyone for tennis? No? Oh who cares, give yourself a game of doubles by sticking *Smash Court Tennis* in the machine and controlling both players at once with two controllers. If you have any sense of co-ordination and a modicum of dexterity,

It's just about possible against the easiest computer opponents – or a bemused friend.

DUAL CONTROL
Test your mental dexterity in a two-player game for one.



HUMILIATION TIME Dribble past your own keeper.

OWN GOAL CHAMPIONSHIP

Scoring goals for your team is a little bit passe really, if you want some serious tension in the air, scoring own goals is the way to go (although we don't advise this to Columbians). Now you can recreate those exciting moments of career-threatening incompetence with the *Pro Evolution* own goal championship. The aim is simply to score more own goals than your opponent. Of course, the easiest way to poke one in your own net is to do a backpass to the keeper and then run him into the back of the onion bag, but to make things more challenging, ban this behaviour and only allow howlers scored by outfield players. It's more challenging than it sounds...



MINI-CHALLENGES

Tiny detours off the gaming beaten track.

LMA MANAGER 'OUT OF POSITION' COACHING EXAM

Follow the European soccer closely enough to think you've got a brain for the game? Every manager is, once in a while, forced to play a team member out of position. But can you stick the whole team in unfamiliar roles (except the keeper – that would be silly) and still attain mid-table safety?

TONY HAWK'S CRAP TEEN SKATER CHALLENGE

Just watch the teenage skaters outside your local McDonalds – their stumbling moves don't really match the graceful antics of Mr Hawk. Make the game more realistic by seeing who can wipeout most often (off a different object each time) in a set time limit. You must wear an enormous pair of baggy shorts and a T-shirt you could park a car in.



THE ALTERNATIVE GAMING RULEBOOK

CHAPTER 3: FIRST-PERSON SHOOTERS

BLAM!
Arrrrghhhhh!
Usually, that's the healthy sound of videogame fun. But are you getting tired of the directionless slaughter of the standard multiplayer deathmatch? Try these savage alternatives.

GUN CRAZY
All your favourite childhood games... with deadly guns.

TEAM SLAUGHTER

Using the dual analogue sticks to both look around and move can be disorientating to cack-handed gamers. Get around this problem – and test the symbiotic depth of your relationship – by sharing the controller with a friend (one on the left stick, one on the right). You can either try this in the One-player mode or go up against another couple in multiplayer.

MURDER IN THE DARK!

Select the Deathmatch mode, then turn the contrast right down so that you can all only just make out each other's movements. Now fight! This tests who has the best memory of each stage, and who is clearly too good at shooting people in challenging conditions. Make a mental note to stay away from them in the future.

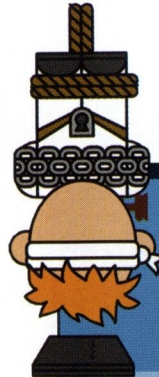


DEATH TAG

Here's a timeless playground favourite, brought thrillingly up-to-date with the simple inclusion of deadly weapons. Choose any FPS with a Four-player mode and load it up. Select multiplayer and go for a time rather than frag limit. Nominate one player to be 'it' and he or she is the only person allowed to use their weapons. If this person shoots and kills you, you're now 'it'. The loser is the one who's 'it' when the timer ends, or who's been 'it' the most. Add to the schoolyard vibe by choosing who should start as 'it' with a knockout comp of scissors, paper, rock.

FUGITIVE

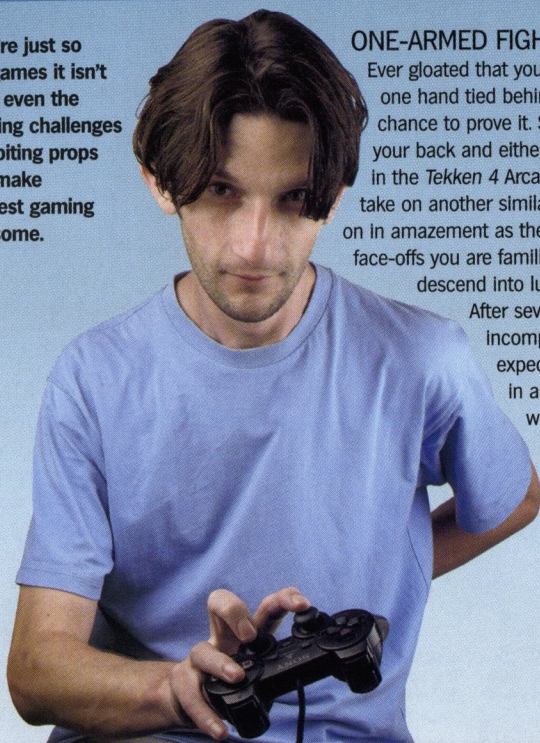
Each of the four players takes it in turns to be the lone fugitive. This fugitive can't use his weapons and must try and elude the other three who, in turn, must hunt him down like a worthless dog. The player who avoids the bullet-spraying 'hunters' for the longest, wins. Extra variety can be gleaned from this scenario by making one of the hunters a minder to the fugitive. He is able to use his weapons to protect his ward from the other two. This adds a whole new caring, sharing element that's sadly missing from most Deathmatch contests.



THE ALTERNATIVE GAMING RULEBOOK OK

CHAPTER 4: THE GAMING HANDICAP STAKES

Sometimes you're just so damn good at games it isn't fair. So why not even the odds a little? The following challenges throw in a range of inhibiting props and poses designed to make completion of the simplest gaming tasks unusually troublesome.



FIST OF FURY
Those super special moves aren't so easy now, eh, hard man?

ONE-ARMED FIGHTING BANDIT

Ever gloated that you could play *Tekken* with one hand tied behind your back? Here's your chance to prove it. Simply tie one hand behind your back and either see how far you can get in the *Tekken 4* Arcade or Survival modes, or take on another similarly encumbered pal. Look on in amazement as the slick, graceful martial arts face-offs you are familiar with immediately descend into lumbering post-pub scuffles. After several minutes of this flailing incompetence, you will fully expect Nina Williams to stagger in and screech, "Jin, it's not worf it, leave 'im alone!" before vomiting into a cold kebab.

TONE DEAF DANCING

Getting down to Britney's *Dance Beat* is easy when you've got the pop queen's saccharine chart hits massaging your ears. To test your powers of timing and observation properly, turn down the sound on the TV and attempt the game with a completely different set of songs provided by a nearby CD player. If you're playing with other people, take it in turns to choose totally and utterly unsuitable tunes for each other. LostProphets! Slipknot! Or for topical irony, 'Nsync!

BLIND LUCK

How many times have you seen a film where someone has to nail a target with a blindfold on? Whether it's some cowboy showing off in an old Western, or an Eastern European guy in a silky shirt throwing knives at a woman stupid enough to become a target ornament, death-defying blindfold tricks like this used to be something that you'd be hard pressed to find a friend to help you with.

Things are a tad different nowadays, as you can now put in some fatality-free practice. Do this by simply loading up Konami's top sniper game *Silent Scope* (or its sequel), blindfolding yourself and getting a mate to shout 'up', 'down', 'left', 'right' and 'fire' at you. Get into teams and find out who's the best blindfolded assassin. If that seems a tad too challenging, find a game where shooting off the screen reloads, and see who can empty the most clips without accidentally reloading before going through all the rounds in a clip. If you don't have a cloth handy, getting blind drunk is a popular alternative.

MINI-CHALLENGES

Straying even further from the gaming straight and narrow...

MEDAL OF HONOR HELMET TESTER

Simply activate the Enigma cheat codes 'WHEREU' and 'HABRDSHR' in *MOH*: Frontline, select the hardest difficulty and take it in turns to see who lasts the longest playing against transparent Nazis, who are discernible only by a selection of silly hats. Achtung!

MTV MUSIC GENERATOR COVER VERSION FACE-OFF

Choose a current chart smash and then challenge a group of musical friends to create the best cover version using the excellent *MTV Music* tool. The creator of the worst effort should be forced to audition for the next series of *Pop Idol*. Be warned, they will probably win.

METAL GEAR SOLID 2 SWIMMING GALA

Rinse off your stealth Speedos. Instead of fannyng around in the flooded area of the Big Shell looking for Emma, why not see how many lengths of the corridor you can swim before Raiden runs out of puff and floats to the surface? The winner gets a certificate and a verruca.

THE ALTERNATIVE GAMING RULEBOOK

CHAPTER 5: FUN WITH PERIPHERALS

Admit it, you've not laid out that rhythm action 'dancing carpet' since your girlfriend sprained her ankle doing *La Vida Loca* last Christmas. And that lightgun has seen less action than a sunroof on a submarine. Well, here are a few challenges designed to give those expensive white elephants a real work-out.



DIRTY DANCING

Simulate the awkward erotic thrill of 'that last dance' via any game compatible with the dancing mat! Simply select the appropriate mode and, when the time comes to follow the on-screen prompts, share the mat between two of you, perhaps with one controlling up and left and the other down and right. If there are two mats lying about, a couple vs couple dance-off is obviously in order. Considering the close proximity each participant has to maintain with their partner, plus the fair amount of co-ordination involved, 'rhythm action romance' is a certainty. It's probably also the title of a porn film. Watch out for chafing.

LAST DANCE
Bringing sexual tension into the videogame arena.

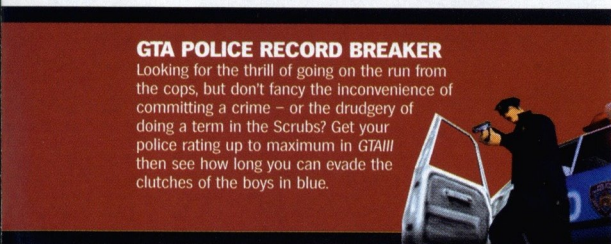
VIRTUAL REALITY ATHLETICS CHALLENGE

'Experts' have time and time again berated videogames for turning children into lardy couch zombies, barely capable of lifting their plump, sausage-like fingers from the control pad. These so-called experts would change their minds however, if they saw you trying this. Just grab a copy of either *ESPN International Track & Field* or *ESPN International Winter Sports*, choose Trial mode and select an event that only involves running – or, more accurately, hitting the and buttons repeatedly. Now plug in the dance mat, use its and pads instead and literally run the race yourself. It is, we have to warn you, completely and utterly exhausting. And you will look really stupid. But it'll get you super fit in no time at all. Try 500m Speed Skating (*ESPN International Winter Sports*) for a real workout.





SHOOTING BLIND
Never mind hitting the screen, getting the gaffer tape off without losing your eyebrows is the real test.



GTA POLICE RECORD BREAKER

Looking for the thrill of going on the run from the cops, but don't fancy the inconvenience of committing a crime – or the drudgery of doing a term in the Scrubs? Get your police rating up to maximum in *GTAIII* then see how long you can evade the clutches of the boys in blue.



SKATE TO VICTORY Trying this on the dance mat is more fun. And it's healthy.

FANCY FOOTWORK

If you are rich, or have friends with dancing carpets, why not plug two in and try using them to control pretty much any sports game. *NHL 2002*, *Pro Evolution* and *Smash Court Tennis* are particularly amusing. Don't try it against the computer, you won't win.

CALIBRATION ABERRATION

Stick any lightgun game in your PS2 and select Two-player mode (you'll need a willing partner). Now take it in turns to calibrate each other's weapons while the other person looks away – the point being to make it as inaccurate as possible. Now play the game for at least one level and see who can get used to their dangerously misfiring shooter the quickest. The cop with the highest score wins. This is the sort of prank real armed policemen pull on each other all the time.



THE ALTERNATIVE GAMING RULEBOOK

CHAPTER 6: THE SURVIVAL HORROR DRINKING GAME



There are few combinations in life more conducive to an enjoyable evening than alcohol and pus-spewing hell zombies.

For this spine-tingling adults-only game of terror and tequila, you'll need at least one survival horror title per participant and plenty of booze. Everyone takes it in turns to draw a game 'from the hat' and then play it for a set period. When any of the following events occur, the person playing must take the required number of measures. The horror! The horror! Here goes:

IN-GAME ACTION	FETID FINGERS TO DOWN
Communications lost with remote research centre or highly trained SWAT team	1
Tough marine character has really nerdy name	1
Black and white grainy CGI sequence suddenly cuts in for no obvious reason	2
Someone amusingly puts emphasis on wrong word in sentence due to poor voice acting	1
Lead character questions own sanity	3
Fat sleazy-looking man is inappropriately cheerful considering situation	2
Scary piano music starts playing	1
Lead character is knocked unconscious, drugged or poisoned, later waking up on a stained mattress in a small bare room (take one off if this has ever happened to you in real life)	4
Scary violin music starts playing	1
Sinister little girl runs past giggling	3
You hear eerie noises such as babies crying, wolves howling, or random scratches at walls	1
Lead character attacked by sinister inanimate objects (puppets, shop window dummies, etc)	1
Lead character attacked by dead family member/pet	3
Character who was missing presumed dead turns out to be a key baddie	4
Character who was missing presumed dead turns out to be dead	1
Mysterious girl makes infuriatingly imprecise warning of danger	2
Zombie bursts through door	2
Mysterious girl bursts through door, then makes infuriatingly imprecise warning of danger	4
Mysterious door bursts through zombie – you have drunk too much, go to bed	5

The player can force everyone else to drink, by achieving any of the following goals:

IN-GAME ACTION	FETID FINGERS TO DOWN
Unlock a door	1
Kill something with gun	1
Kill something with blunt object	2
Find a piece of map	3
Shoot an oil barrel and cause a huge explosion	4
Uncover ludicrously cryptic inscription on statue	2
Find any object that triggers repressed memory of a) missing girlfriend, b) previous mission that went horribly wrong, c) the carefree years before the pus-spewing hell zombies arrived	2
Discover evidence that a large company or twisted genius has been tampering with a) human DNA, b) alien DNA, c) dark forces beyond their comprehension	4

BLACK AND FRIGHT

Look out for scary monochrome sequences.



BAD ADVICE Help like this can now get you drunk as well as hopelessly confused.

This uh... this town... there's something... 'wrong' with it.

■ And the cocktail of choice while playing this game? The zombie. Here's the basic recipe: a measure of dark rum, a measure of white rum, a dash of triple sec (or apricot brandy), a twist of lime juice. Fill it up with pineapple juice or orange juice, or a mixture of

■ For those not quite of the drinking age, try OPS2's own Long Island Iced T-virus cocktail: bright green Sunny Delight, blackcurrant squash ice cubes, mashed-up blackcurrant jelly all diluted to a drinkable liquid with orangeade. You won't get drunk, but the challenge here is to see who can avoid being sick, if at all possible.



TIME OF YOUR LIFE

Going solo with *TimeSplitters 2* is a great laugh but Free Radical's superlative shooter scored a perfect 10 last issue thanks largely to its addictive multiplayer mode. Determined to push the boundaries of multiplayer gaming *OPS2* got 16 lucky blokes together for a marathon i-Linked session of *TimeSplitters 2* insanity.

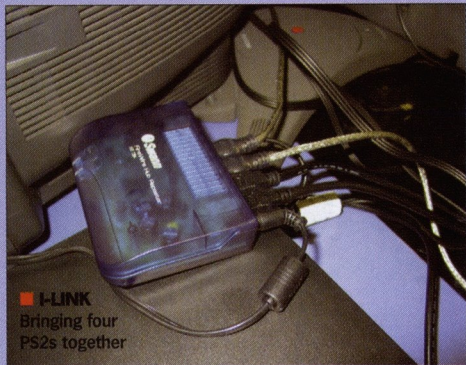
BITS AND PIECES

As well as a busload of your mates, there's a fair amount of hardware you'll need to scrape together if you want to organise your own 16 player gaming session.

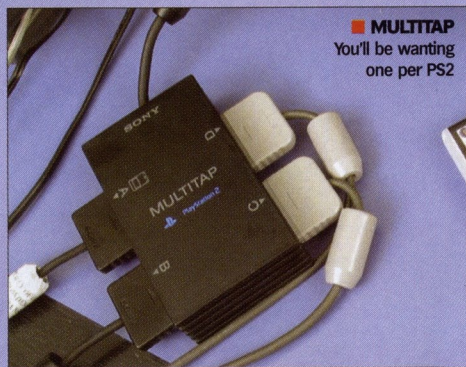
THE HARDWARE:

- 4 PlayStation 2s
- 4 Televisions
- 4 copies of *TimeSplitters 2*
- 4 Multi Taps
- 4 i-Link cables
- An i-Link Hub
- 16 Dual Shock controllers
- 4 Memory Cards (optional)

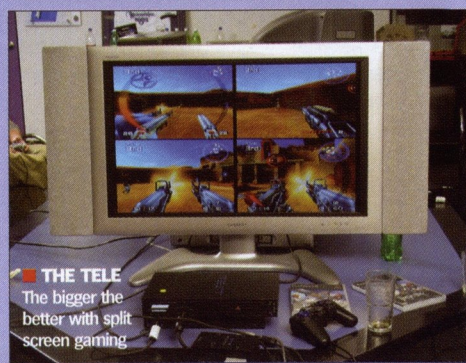
The setup above is obviously intended as a best case scenario, but there are much easier ways to organise a *TimeSplitters 2* session with your mates. Realistically you're unlikely to need to worry about linking more than two machines together, and the good news is that when linking two PS2s only a single i-Link cable is needed. A Multi Tap is pretty essential for anyone wanting to involve more than one friend at a time but there are other options. Considering a Multi Tap retails for \$79.95 it may be easier to grab an i-Link cable instead (for \$34.95) and lug your PS2 around to your mate's place and enjoy four player fun for less money – and with bigger screens.



i-LINK
Bringing four PS2s together



MULTITAP
You'll be wanting one per PS2



THE TELE
The bigger the better with split screen gaming

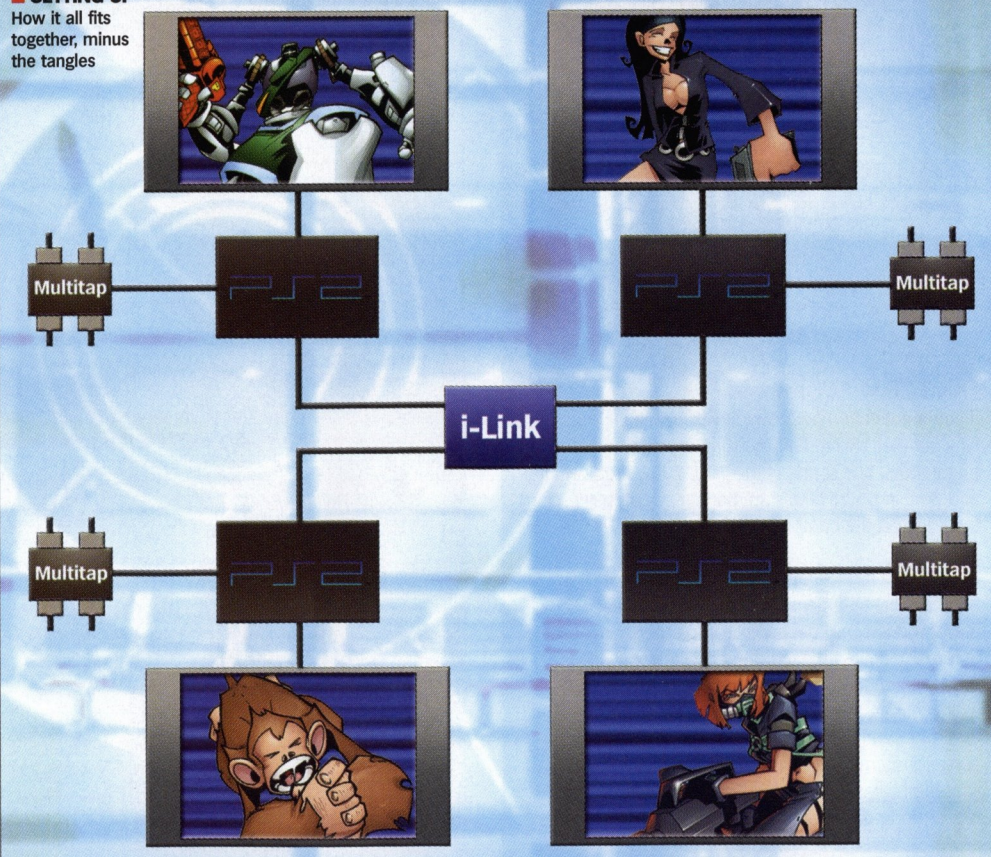
THE GATHERING

You'll not only need the gear, but a social life too



SETTING UP

How it all fits together, minus the tangles



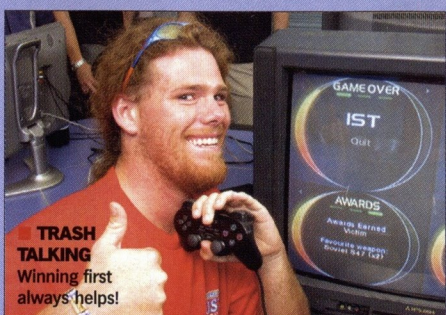
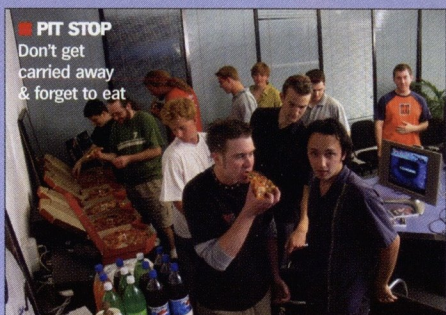
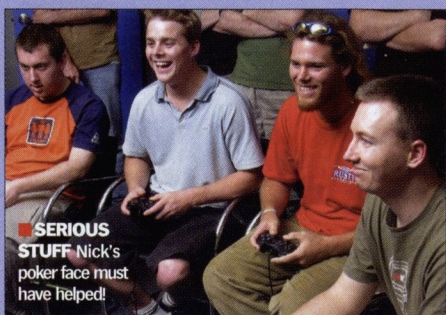


GAMES, GUNS AND PIZZA

As we expected, powering up a 16 player game of *TimeSplitters 2* was the most hectic gaming experience ever to come out of Sony's super console. The moment the loading screen disappeared the bullets and obscenities started flying around the room at record speeds.

To get the numbers together the *OPS2* Team invited a bunch of their friends around, all of whom were *Spliters* veterans, so it didn't take long before we'd all adjusted to the new features and were ready for a night of fragging good fun. Everyone played around with the new multiplayer modes but the intense combat of pure 16 player deathmatches was too hard to ignore for long.

After blasting away into the early hours of the morning it was finally time to give our fingers a rest and declare a *TS2* champ. With a free game being given away to the winner, the final match brought out the worst in all of us. Chairs were kicked out from under fellow players, abuse was thrown about and controllers were pulled out. Despite the hall of dirty tricks, gaming guru Nick O'Shea popped the most caps and won the game. For his mighty effort, Nick receives a free copy of *TimeSplitters 2*, courtesy of Infogrames Australia.

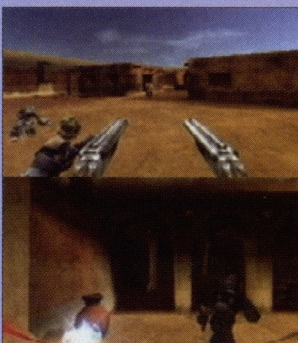


TOP TEN DIRTY TRICKS

You might be one of those naïve people who thinks games are about enjoying the experience but we all know that winning is the most important ingredient in having fun with any multiplayer game. With that in mind *OPS2* has whipped together ten of the dirtiest, cheekiest and slickest tactics you can use to make sure you're always ranked number one with a bullet.

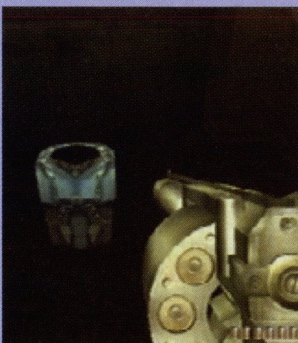
1. LOOKING GOOD

Peeking at your opponent's screens may get you thrown out of most PC LAN matches but on the consoles your buddies are all sitting there on the one screen anyway, so why not use it to your advantage. Keeping the other screens in your peripheral vision will allow you to spin and fire whenever you spot your own character in their screens and it will also help you get the jump on them whenever they're approaching.



2. HORDING IS GOOD

Don't be afraid to hog the body armour in every level. Collecting body armour doubles the amount of damage you can take and it usually only sits in one spot on each level. Learn these spots and make sure you run past them regularly to keep you fighting fit.



3. ROCKET POWER

As in most shooters, the rocket launcher is the most powerful gun in the game. Mastering this weapon will make you an unstoppable force. Aiming at the ground near players' feet is a much better way to score kills than trying to collect them with a direct hit. If you're still having trouble clocking up the kills you can try using the rocket launcher's secondary fire mode - three rockets are better than one.



4. NO CAMPING TRIPS

Sitting still in one spot with a good weapon and preying on anyone who walks into your view is called 'Camping' and it is one of the most overrated tactics in shoot 'em ups. Almost all of the modes of play in *TimeSplitters 2* encourage brave playing by rewarding people who get lots of kills quickly. Camping is just too slow a process to ever pay off.



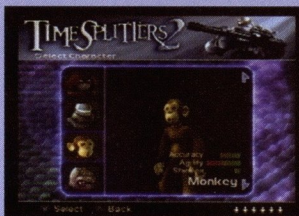
5. WEAPONS SCHOOL

TimeSplitters 2 does allow players to choose any five weapons for use in each level but, while the weapons may change, the slots they are selected in always appear in the same spots on each level. Take a quick look at the weapons to figure out which is the best, then make a beeline for it as soon as the game starts.



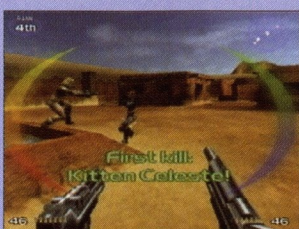
6. MONKEY TROUBLE

Being the smallest character in the game, the monkeys are notoriously tough to hit. Many players tend to ban them outright but if you are lucky your mates won't have wised up to this yet, allowing you to get away with some sneaky monkey business.



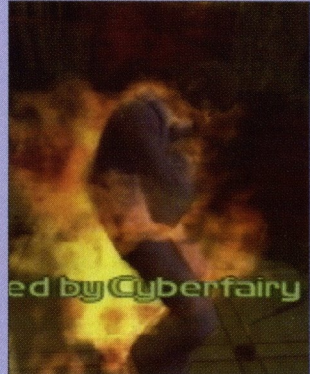
7. SLOPPY SECONDS

A kill is normally referred to as 'sloppy' if you prey on two people already fighting by sneaking up on them, biding your time, then shooting the winning player in the back. It's a cheap kill because nine times out of ten the winner will have taken a lot of damage in the fight, making him easy pickings. You won't make any friends playing like this but you will win a lot of matches.



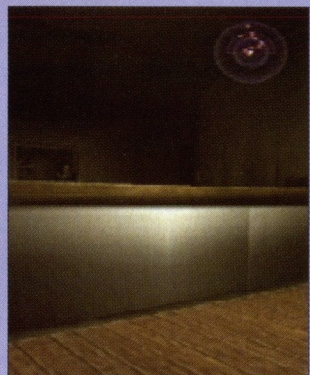
8. PLAYING WITH FIRE

Like the monkeys, using the flamethrower is a dirty tactic. All you have to do is roast someone with flames for a couple of seconds, then run. The flames will take care of the rest. It is possible to get to water and put yourself out if you happen to be on fire but this is rarely possible to pull off in time.



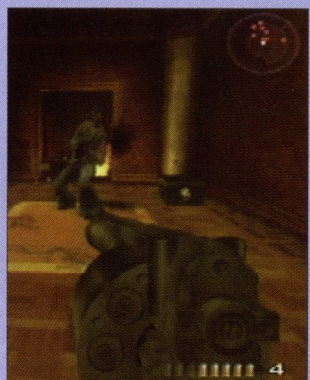
9. RADAR O'REILLY

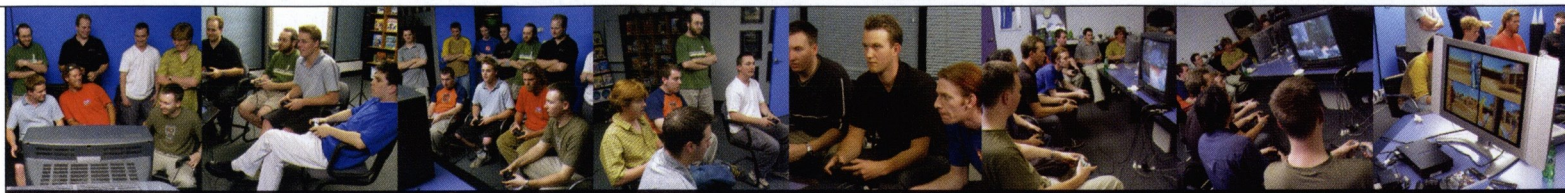
Looking at your mate's screens will make the radar fairly redundant when you get to know the maps well, but until you learn the ins and outs of each level the radar is great for giving you general locations on all players. If you are playing through I-Link the radar can also give you locations of players on screens you can't see.



10. PREY ON THE WEAK

Why make life hard for yourself by trying to kill the better players when you can rack up kills much more quickly by going after the less skilled players. Mix in a bit of screen looking to help you hunt them down quickly and high scores are assured.



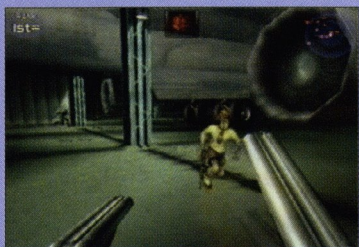


MONKEYING ABOUT

As well as the standard deathmatch options Free Radical has pumped out a stack of new multiplayer modes to keep those bullets flying until well after *TimeSplitters 3* rolls around. Playing tag with flamethrowers and shrinking with each death are both great new additions but the gun-toting chimps in the Monkey Assistant mode steal the show.

DEATHMATCH

The oldest shoot 'em up game is still the most flexible. Whether you're playing by yourself or with 15 mates, the right number of bots and weapons can be tinkered with to make sure every Deathmatch feels just right.



TEAM DEATHMATCH

Obviously the team games work better with as many players as possible but a few bots can easily be added to beef up the numbers. This mode is also great for levelling the playing field. Messing about with the handicap feature is one way to solve the problem but teaming the best players up with the worst is a good method to make each match a solid challenge for all players.



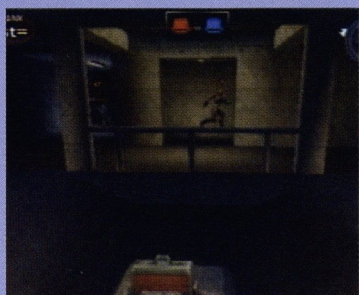
BAG-TAG

Trying to escape the rest of the players and hold onto the bag the longest is a little too simple to be fun with any less than four players. The larger maps also make the games too quiet, so stick to the smaller maps for this one.



CAPTURE THE BAG

This mode is fantastic fun for any number of players but it really comes into its own with three or more per team. Keeping a couple of players at the base while another group heads out in search of the other team's bag makes for an addictive team dynamic.



REGENERATION

Each player's health bar continually rises, encouraging excessively long gun battles. Not one of the best new games on offer.



ZONES

Better known as King of the Hill, this mode works better in larger maps. The more people you get playing the more backstabbing there will be. Good but not great.



THIEF

Every time a player is killed a coin is left behind. The player who collects the most coins wins. Thief is fantastic addition to the *TimeSplitters 2* experience that rewards the sneaky people who prey on players already engaged in their own gunfights.



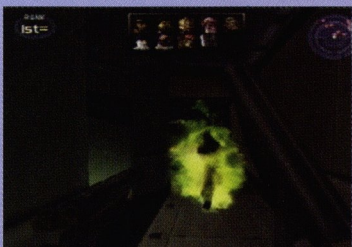
FLAME TAG

Setting characters on fire in the single player game is a great laugh but the overwhelming verdict was that spending more time running around burning than actually shooting each other is not the way to go.



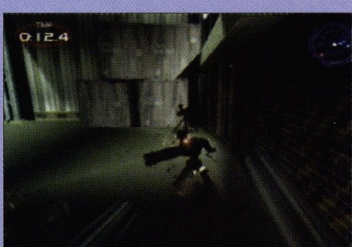
VIRUS

Disappointingly, Virus is even less entertaining than Flame Tag because the players remain on fire even after they have tagged others. Not recommended.



ASSAULT

Making your way past gun turrets and enemy troops, the aim of this game is to destroy your enemy's defences. Assault may not topple Capture the Bag but it's a brilliant team based game that adds a completely new style to the matches.



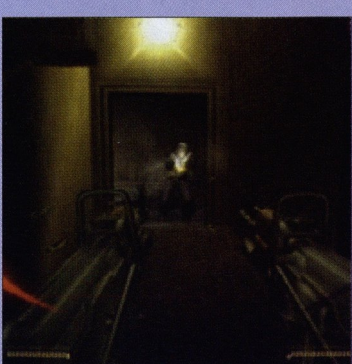
GLADIATOR

Only the winning player, the Gladiator, can score in this game. It does add an interesting new dynamic to the standard deathmatches but if one of the players is already better than the others this mode will only tip the balance even further.



LEECH

Another welcome addition, Leech allows players to steal energy from other players with each shot they land. This mode was popular with the *OPS2* Team because it reduces the chances of being killed cheaply after heavy gunfights.



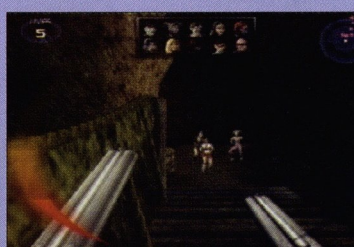
SHRINK

Having players shrink in size each time they die sounds like a great concept on paper but trying to hit shin-high enemies is frustratingly hard.



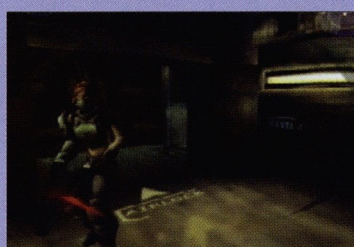
ELIMINATION

Limited lives forces everyone to be a little more strategic about their encounters and sends pulses racing when players get down to their last life. This mode works just as well with any number of players.



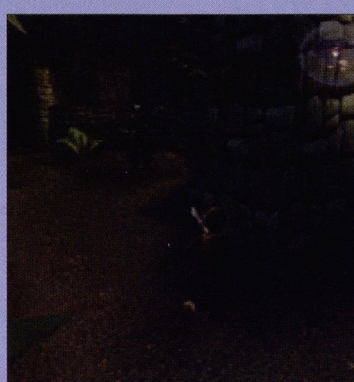
VAMPIRE

Players in this game need to kill constantly to stay alive because their health continually drains away and can only be replenished by killing other players. Another must-play multiplayer mode that results in hilarious matches.



MONKEY ASSISTANT

The furry King of *TS2*'s multiplayer mode is Monkey Assistant. A band of rampaging monkeys appear every thirty seconds and take pot shots at the winning players. Forget handicaps, this is the best way to teach a lesson to any smart arses in your group.



DAVID DOAK

We finish our *TimeSplitters 2* LAN party by having a word with Free Radical Design's smooth-talking Co-founder.

What's the most common misconception about Free Radical?

That it's just made up of people who made *GoldenEye* – it absolutely isn't. The team who made *TimeSplitters 2* is big, and a lot of them are new to the industry.

Free Radical has established itself as a FPS specialist. Do you feel tempted to try completely unrelated genres?

Yes, we're definitely going to try something completely different next.

We loved romping through B-movie genres in *'Splitters 2*. Were there other settings that got rejected?

We had an idea for a Deathmatch level based on the Block Wars from *Judge Dredd*. It was going to have this kind of twin towers thing, which would have been a totally different dynamic – but, obviously, that got wiped off the board.

The debate as to whether or not *'Splitters 2* is a *'Halo-beater'* is a hot forum topic. What's your response?

For me, *Halo* felt very repetitive at times. In some cases it almost seemed like you were playing an old-style shooter. You'd play through one part of the level, open a door, and it would be the same again beyond, only with slightly different enemy set-ups. It's a good game, but as a consumer I'd probably be opting for *TimeSplitters 2* because it's so immediate and you can dip in and out of it.

How close did online play come to making it into *TimeSplitters 2*?

In some ways it was tangibly close. In others, it was a million years away. I don't think people grasp how much effort it takes. I was kind of galled that there was a backlash saying, 'why don't you just spend another month to make it work?' It wouldn't have taken another month – it would have taken another two years! The guys involved were killing themselves to get it working, and I wish that the people who were critical had some window into the amount of work it took.

Have you ever thought to yourself, 'this game design lark isn't worth the aggro... I'm off on holiday'?

Yes, last week! [laughs] I think at some point everyone working on this game has thought, 'f**k this for a game of conkers!'

Which industry figure do you most admire and why?

Steve Ellis [fellow Free Radical co-founder] reckons it should be whoever pocketed all the money from *Pokémon*.

So, how's the beard coming along?

Fine, although it's not as impressive as [Jon Storm's] Warren Spector's. I don't remember it being too well trimmed but I did like the Spielberg-esque look. □ TC

"HALO'S A GOOD GAME BUT AS A CONSUMER, I'D OPT FOR TS2 – IT'S MORE IMMEDIATE"

■ RADICAL DUDE

The calm contentment of a man behind a ten-out-of-ten game.

CURRICULUM VITAE

Name: David Doak
Job title: Co-founder, Free Radical Design
Nationality: Irish
Date of birth: 20/07/67
Place of birth: Belfast

Gameography:
1997: *GoldenEye* (N64) [for Rare]
2000: *TimeSplitters* (PS2)
2002: *TimeSplitters 2* (PS2, Xbox, Gamecube)

Hobbies: Obscure literature, Lego
Favourite film director: Francis Ford Coppola
Favourite authors: Thomas Pynchon, William Gaddis
Favourite musician: Frank Zappa



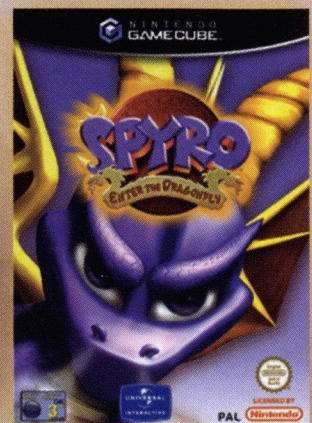
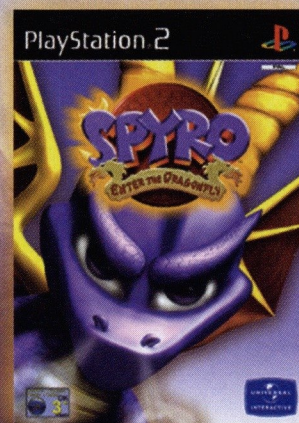
SPYRO™

ENTER THE DRAGONFLY




PlayStation®2

GAME BOY ADVANCE™



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WE WISH YOU A MERRY XMAS



2002 has been the best year yet for PlayStation 2 and as we enter the silliest of seasons, we here at OPS2 are celebrating by thanking our readers for their support by giving away the most awesome collection of games, gear and goodies ever. Of course, it's not just us that are celebrating, and a massive thank you has to go out to Sony Computer Entertainment Australia, Vivendi Universal, Champion, Adidas, and Sony Music for helping us put together this massive collection of pressies. So what are you waiting for? Grab some envelopes and stamps, turn over the page and get yourself in the draw so we can start lining your Christmas stocking before Santa has a chance to jump down the chimney.

HOW TO ENTER

Either send in an email to OPS2@derwenthoward.com.au with the name of the competition as the subject, or send envelopes via snail mail to «Name of Competition», Official PlayStation 2 Magazine, PO Box 1037, Bondi Junction NSW 2022. All entrants should include their name, age, phone number, postal address and the answer to the question for that competition. Email entrants are entitled to one-email per competition only. Postal entries should include their details on the back of the envelope, entries inside envelopes will not be checked.

THE COMPLETE PLAYSTATION 2 PACKAGE!

If there is an element of your PS2 set-up that was lacking in any way, or you've just been reading *OPS2* because you long to own your own Sony super-console, then here's your chance to ensure your Christmas wishes come true.

In a fit of astounding generosity Sony Computer Entertainment Australia have provided *OPS2* with three amazing PS2 packs to give away to three lucky winners.

Each Complete PlayStation 2 Package Includes:

PLAYSTATION 2

The world's leading gaming console needs no introduction. Comes complete with cables and a Dual Shock 2 controller. If you've already got one, think of the amazing multiplayer possibilities at your fingertips with two consoles and an i-Link system?

EXTRA COLOURED DUALSHOCK 2 CONTROLLER

To ensure your mates don't have to just sit there and watch you play with yourself.

8MB MEMORY CARD

The perfect storage media for all your save game needs. Also a must have if you insist on gloating about your high scores to your gaming buddies.

PLAYSTATION 2 DVD REMOTE

Giving you the full DVD experience, with more options and features than the controller.

G-CON 2 LIGHT GUN

The most accurate light gun available. Not only compatible with your brand new copy of *Ninja Assault*, but also classics like *Time Crisis 2*.

LOGITECH DRIVING FORCE STEERING WHEEL

Having a steering wheel takes racing games to a new level. Having a force feedback steering wheel like the Logitech Driving Force takes them someplace else altogether. The perfect peripheral for any PS2 racing fan.

LOGITECH CORDLESS CONTROLLER

Gaming goodness with no strings attached. The sure-fire way to be able to play your PS2, regardless of where you're sitting.

THREE PLAYSTATION 2 GAMES

Each pack comes with a copy of *Ratchet & Clank*, *WRC II Extreme* and *Ninja Assault*, giving the winner plenty of A-grade gaming to sink their teeth into.



TO ENTER:

Answer this simple question:

What year was the PlayStation 2 launched in Australia?

Follow the instructions at the bottom of page 51, using "Complete PS2 Package" as the name of the competition.

THE GREAT GETAWAY GIVEAWAY

Cor blimey! A crime spree full o' Limeys. As you can tell from our in-depth hands on preview in this issue's Monitor section SCE's upcoming title *The Getaway* is looking the goods.

Now's your big chance to nab yourself a copy of this little gem for free, without having to resort to the same sort of measures that Mark Hammond does in the game, as Sony Computer Entertainment Australia have slipped us a stash of twenty copies of *The Getaway* to distribute amongst the readers of *OPS2*.

One lucky punter will also be lookin' as dapper as Mr Hammond, since they'll be walking away in their very own Ted Baker suit valued at approximately \$850!



TO ENTER:

Answer this simple question:

What are five locations that can be found in *The Getaway*?

Follow the instructions at the bottom of page 51, using "Great Getaway Giveaway" as the name of the competition.



PSONE FOR THE ROAD

Tired of having to wait for a gap in the family's TV roster? Wishing you could take a gaming system with you on the road, but don't like the idea of having to lug a TV around as well?

Sony Computer Entertainment Australia have generously put together five portable PlayStation packages to be won, providing the ultimate console kit for anyone on the move.

Each of the five prize packs consist of:

PSONE WITH LCD SCREEN

The world's best selling gaming system, with the largest software library available to draw from, the PSone with LCD screen is a self contained entertainment system.

1MB MEMORY CARD

Save game storage so you don't have to start afresh at every port of call.

EXTRA COLOURED CONTROLLER

Why go it alone? Multiplayer mayhem is assured with a 2nd controller.

10 PSONE GAMES

Each pack comes with 10 games, giving you an awesome library of games to go with your new PSone system.



TO ENTER:

Answer this simple question: What year was the PSone launched? Follow the instructions at the bottom of page 51, using "PSone For The Road" as the name of the competition.

THREE FREE THINGS

John Carpenter's 1982 horror classic *The Thing* has spawned one of the best movie-to-game efforts to date, continuing on where the film left off.

To help some lucky OPS2 readers get the full *Thing* experience, Vivendi Universal has assembled three prize packs for us to pass on, with a first place collection, and two runner up kits up for grabs.

1 x Major Prize Pack:

AN EXCLUSIVE 'THE THING' JACKET

The warmest place to hide while playing through the chilling survival-horror goodness

A COPY OF 'THE THING' GAME

The groundbreaking original PS2 survival-horror game. Not just a great game, but a fantastic sequel to continue the cult classic.

A COPY OF 'THE THING' DVD

A must have for any horror movie fan, and an awesome background reference tool to help you get into the game.

2 x Runner-up Prize Packs:

AN EXCLUSIVE 'THE THING' T-SHIRT

A COPY OF 'THE THING' GAME

A COPY OF 'THE THING' DVD



TO ENTER:

Answer this simple question: Who starred in the movie 'The Thing'? Follow the instructions at the bottom of page 51, using "Three Free Things" as the name of the competition.

A CHOICE CHAMPION COLLECTION

When your relatives give you clothes for Christmas it's normally pretty embarrassing, but OPS2 has a far funkier option to help dress you in the finest threads this holiday season. Champion has put together a fantastic bundle of goodies for one lucky reader who'll soon be the most fashionable gamer on the block!

The Champion collection includes:

- 1 LARGE SPORTS BAG
- 1 CLASSIC FLEECE SWEATSHIRT
- 5 CLASSIC CORPORATE PRINT T-SHIRT
- 2 CHAMPION CAPS
- 1 PAIR OF CORPORATE SOCKS
- 1 HEAD AND WRISTBAND PACK
- ASSORTED STICKERS
- 2 KEY RINGS

TO ENTER:

Answer this simple question: What was the second Champion Game of the Month?
Hint: The answer lies somewhere in this issue.
Follow the instructions at the bottom of page 51, using "Champion collection" as the name of the competition.



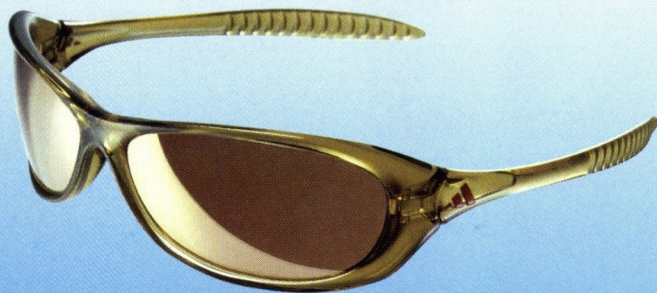
EYEWEAR WIZARDRY

Regardless whether you're embracing the great outdoors with a passion this Christmas, or if you're losing too much sleep playing your PS2 and you need to hide your eyes, a new pair of sunglasses wouldn't go astray.

To help keep your peepers safe from the sun this Summer, Adidas have handed us two pairs of their latest hi-tech eyewear, the Merlin! Thorpey wouldn't be caught without them.

Besides looking good Merlin sunglasses feature:

- Quick-Release Hinge system, so the temples pop off rather than break like most sunglasses.
- Quick-change Lens system, to allow use of a variety of lenses for varying conditions.
- Nose and temple fittings that adjust to suit varying facial features.



TO ENTER:

Answer this simple question:
Which Australian swimmer chooses Adidas Merlin sunglasses?
Follow the instructions at the bottom of page 51, using "Eyewear Wizardry" as the name of the competition.

SONY'S SUMMER SESSIONS

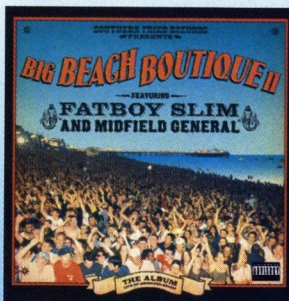
As things heat up at this end of the year you'll be needing sounds to keep you chilled or charged, and thanks to our friends over at Sony Music Entertainment, OPS2 has just the thing. Five readers will soon be grooving to the smooth sounds of these two outstanding dance compilations.

BIG BEACH BOUTIQUE II

The music from biggest beach party in history. Fatboy Slim played to 250,000 smiling faces at Brighton Beach this year, and Big Beach Boutique II captures the magic of the event onto a CD with music by artists including Midfield General, Fatboy Slim, Groove Armada, Lo Fidelity Allstars and more!

BEACHLIFE - THE SALINAS SESSIONS

Beachlife is a dose of Ibiza beach flavour, delivering the simmering sultry sounds of the world's most famous party destination. Jon Sa Trinchera strings together a sizzling mix of artists such as A Million Sons, Blue States, Air Libre, and more.



Beachlife

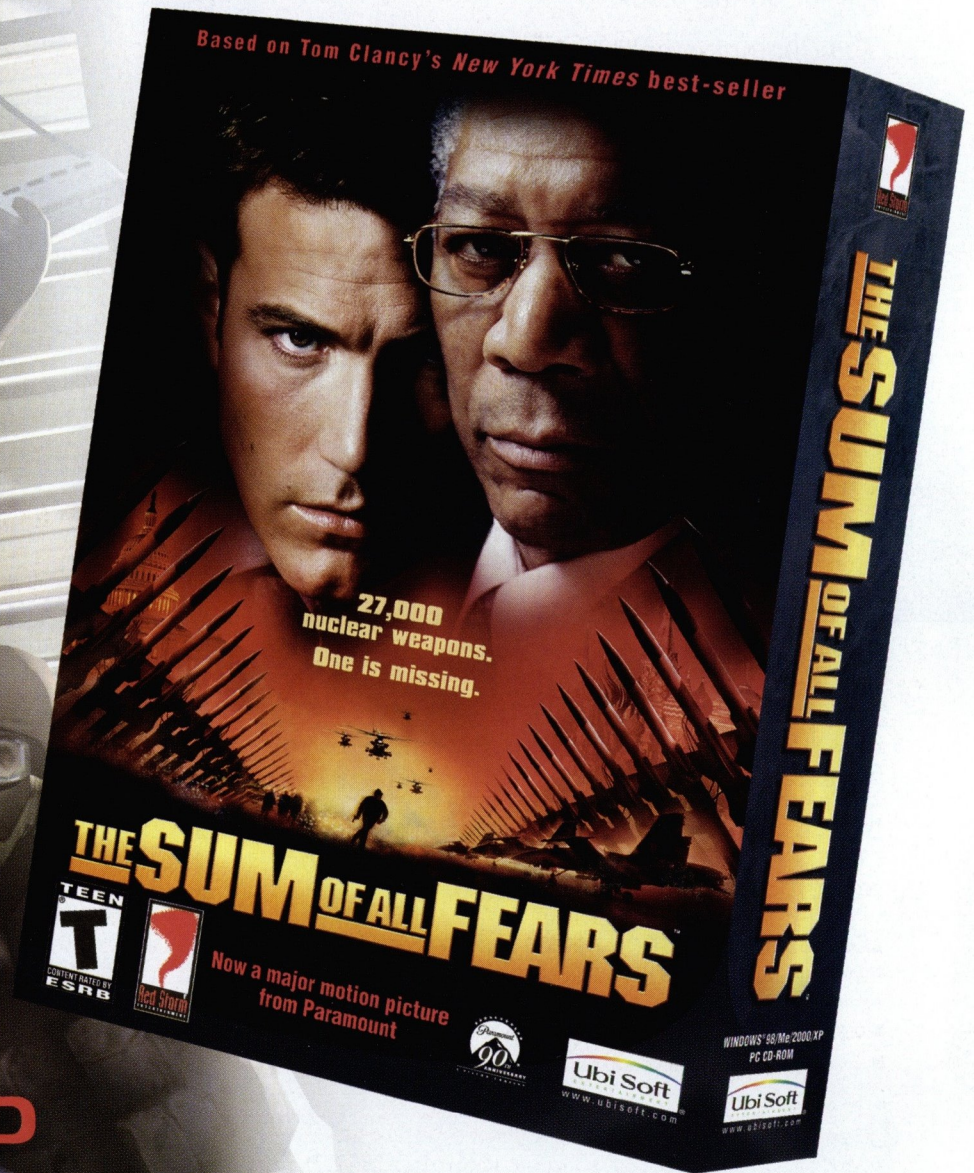


TO ENTER:

Answer this simple question:
In which country did Fatboy Slim play to 250,000 people at the one party?
Follow the instructions at the bottom of page 51, using "Summer Sessions" as the name of the competition.

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Review Charter

FACT: OFFICIAL PLAYSTATION 2 MAGAZINE's reviews are the best in the business. Our crack squad of reviewers play the games longer, harder and better than anyone else. And we absolutely love what we do.

It's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the game industry's most revered publications, both here and abroad. What's more, our writers have plenty of 'heritage' in the industry, having a collective history spanning into decades. Rest assured that these are opinions you can trust.

Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

- 10/10 Nigh on revolutionary. A game that could change the face of gaming forever
- 09/10 A truly astonishing game. If you have a PlayStation 2, you need this now
- 08/10 Highly recommended
- 07/10 Good, solid fare that's definitely well worth a look
- 06/10 Better than average, and ideal for hardcore fans of the genre
- 05/10 An average game
- 04/10 Poor, but still with the odd moment
- 03/10 Extremely disappointing
- 02/10 To be avoided
- 01/10 Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



GOLD
PlayStation 2
The Gold Award is a rare gem and only to be given to PS2 games that score that magic 10/10. The only game to get Gold is *MGS2*. Too right!

SILVER
PlayStation 2
The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!

BRONZE
PlayStation 2
The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.

media
DVD / MUSIC / MEDIA

DVD RELEASES 100

Star Wars Episode II: Attack of the Clones / From Hell / Panic Room / Crossroads



LORD OF THE RINGS: THE TWO TOWERS 056

EA's Two Tower's movie-licensed masterpiece is the stuff legends are made of.



COLIN MCRAE 3 072

The king of the off-road is back and on track to take rally racing to new realms of realism.

WWE SMACKDOWN: SHUT YOUR MOUTH 062

The beefcake soap opera is brought to life in the best WWE title to grace a gaming console.

RATCHET & CLANK 066

Platform perfection, or is Clank a clunker? OPS2 found out for you.

KINGDOM HEARTS 070

WRC II: EXTREME 074

RUN LIKE HELL 076

MARVEL VS. CAPCOM 2 078

080 FIFA 2003

081 PRO EVOLUTION SOCCER 2

082 THE SUM OF ALL FEARS

084 FORMULA ONE 2002

085 KELLY SLATER'S PRO SURFER

086 ROCKY

088 GHOST RECON

090 TREASURE PLANET

091 TWIN CALIBRE

091 DINO STALKER

093 NHL 2003

093 MADDEN NFL 2003

095 GIO GIO'S BIZARRE ADVENTURE

095 GUNGRAVE

096 DYNASTY TACTICS

096 RIDING SPIRITS

098 TAZ WANTED

098 NHL HITZ

PS one™

The latest titles for the little grey fella

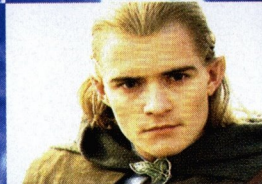
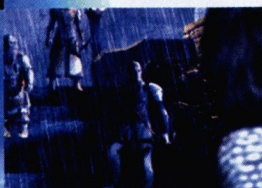
WRC ARCADE 099

DANCING STAGE 099





■ **LIGHTS, CAMERA, ACTION!**
The impressive cut-scenes outline the story then drop you straight into the action.



BRONZE
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA

THE LORD OF THE RINGS: THE TWO TOWERS

In the realm of fantasy hack 'n' slashing there's one game to rule them all...

PUBLISHER: EA
DEVELOPER: STORMFRONT
STUDIOS
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEB SITE:
WWW.EA.COM/GAMES/LORD_OF_THE_RINGS
60HZ MODE: NO
SURROUND SOUND: NO
WIDESCREEN: NO



It has to be said that *The Two Towers* certainly starts as it means to go on. It launches straight into the opening scenes of the film, immersing you enough to set the controller

down on your lap. Then, just as you're taking in the splendid battle scenes on the slopes of Mount Doom's belching volcano, the movie suddenly and seamlessly melds into a PS2 game. You're left scrambling for the controller as you're plunged into an impossibly enormous battle. Trolls! Goblins! Orcs! Monsters swarm upon you from all directions and you struggle to find your feet. Somehow you bash enough buttons to survive, the intro sequence picks up again and brings you to the safety of a menu screen. Phew! This baptism of fire paints an accurate picture of what's to come – a fantastic 3D slash-'em-up with staggering graphics and a colossal body count.

Sword battles are this game's bread and butter, and the combat system works beautifully. There are no spells to learn or equipment points to juggle, just a simple

combination of leaps, lunges and almighty special moves. One thing you'll soon learn is that defending yourself from blows is just as

important as mindlessly hammering the attack buttons. With several enemies to fend off at once you'll have to commit a portfolio of combos to memory to survive.

SWORDS AND SORCERERS

Lots of work has gone into the animation of the characters, which have been modelled on the movements of the film's actors. Lunges and leaps are amazingly fluid, and when you chop one beast in the head, stab his neighbour in the belly and kick his replacement in the chest, you'll notice the graceful way your character twists and turns. Even though there can be scores of characters battling it out at once, the game never jerks or slows down. Each level can be played with one of three characters: scruffy noble Aragorn, stout dwarf Gimli and nimble elven archer Legolas. Some levels see you going it alone, while tougher levels allow other characters to join in as support. Even wizened wizard Gandalf puts in the odd appearance when required. Thankfully it's not possible to strike your companions – you'll frequently get lost in the thick of a melee and lose track of your character, which forces you to button-bash wildly in order to slice your way out.

The Two Towers features 12 luscious levels, all brimming with a mind-boggling number of baddies. For

■ BACK STORY

The Two Towers is one of two games based on *The Lord Of The Rings*. While EA's offering focuses on the movies, the other – from Universal Interactive – is an action-adventure based on the books. *The Two Towers* features scenes from both the first and the second movie [which is due out in cinemas this Christmas].

AT TIMES YOU FEEL LIKE A WOUNDED INSECT CAST INTO AN ANT COLONY. THERE'S BARELY A MOMENT'S PEACE



SUCKER PUNCH

ALL THE RIGHT MOVIES

The bit that'll really wow your friends.



Every level is introduced with a video sequence that evolves into the game. Keep your wits about you and don't let yourself settle into the video, because you never know when you'll be dropped into the action!

■ **DOUBLE THE FUN** The game includes action from both *The Fellowship of the Ring*, and this Christmas's *The Two Towers*.

example, you'll find yourself fighting to slay three trolls whilst keeping a worried eye on the pack of goblins advancing from behind and the wolf riders streaming down the hill to your left. Frankly, there are times when you feel like a wounded insect cast into an ant colony. There's barely a moment's peace, and it's clear that the few breathers you're tossed are only there to contrast with the carnage to come. With so many enemies knocking about, it's a good job that, as individuals, they don't put up much of a fight – you'll quickly become sadistically efficient at cutting them down to size. Blocking their blows and kicking them in the stomach will leave most ne'er-do-wells open to your killer chop and their slavering neighbour will almost certainly fall to a similar treatment. Even the giant cave trolls and lumbering boss creatures you occasionally encounter can be kicked into touch after two or three goes.

Slaying sword-fodder isn't much of a sweat, but that isn't to say that the fighting isn't fun – there are some fantastic moves to master. Before each stage, you get to spend experience points (which accumulate with each slice of the sword) on extra combat skills. Devastating charges and powerful combos, all specific to the character you're playing, are available.



■ **SLASH AND GRAB** The more creative the combo, the better the rating and the more experience earned.



■ **DOWN BUT NOT OUT** Pressing **ⓧ** when you're down will slice your attackers as you leap to your feet.



■ **FAST AND FURIOUS** Battles might be raging all around you, but the game never suffers from slowdown.



■ **FLASHPOINT** This village, from *The Two Towers*, is used by the Mordor army to store explosives. Cue lots of fireworks.



■ **DEEP TROUBLE** This scene from the second movie has you defending Helms Deep from waves of invading orcs.



■ **BOMB SQUAD** Shooting the suicide bombers helps cut down the swathes.

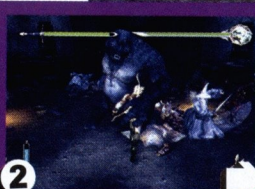
HOW TO...

TOPPLE THE TROLL

Our masterclass in maiming the mine monster.



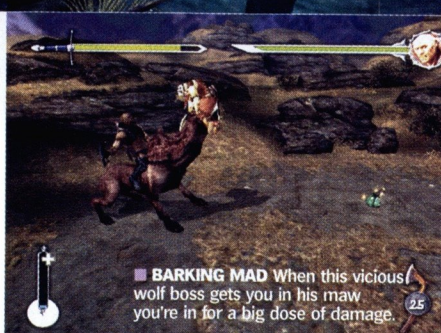
1 The enormous, angry cave troll that attacks the Fellowship in the dwarf mines is one of the most memorable monsters from the first film. You encounter him early on in the game and have to finish him after seeing off somewhere in the region of two hundred green-skinned ne'er-do-wells.



2 The trick is to rush towards the beast so that it strikes out at you with its spiked club. Quickly spring backwards by pressing **ⓧ** and he should miss you by a mile. Then, whilst he's caught off balance, you can leap forward with a heavy attack from your sword.



3 After a while, the troll will throw away its club and grab a huge metal chain instead. You'll need to jump on the ledge and dodge its furious whipping, also finding the odd moment or two to fire an arrow. Watch out for goblins – they'll sneak up on you when you're otherwise occupied.



■ **BARKING MAD** When this vicious wolf boss gets you in his maw, you're in for a big dose of damage.

REVIEW

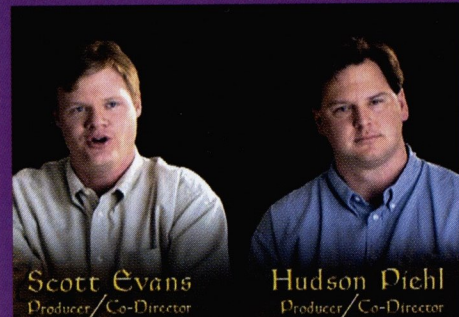
THE LORD OF THE RINGS: THE TWO TOWERS

EXTRA TIME YOU TOLKIEN TO ME?

The game's packed with extras such interviews with the film's makers and original game artwork.



Tolkien fans can gorge themselves on the research that went into the first two films. You can browse the original concepts for the locations, and see sketches of key scenes and moments as they were imagined before filming started.



Watch interviews with the brains behind the camera describing how they found the locations for the *Two Towers*. Director Peter Jackson explains how he flew all over New Zealand to find a particular mountain range, and how Helms Deep – the castle at the end of the movie – was built as a huge 1:3 scale model.



There's also behind-the-scenes footage detailing how the game was made. You can see the work that went into making the animation so fluid, and watch the actors hollering into the microphone, waving plastic daggers to get them into role.

AXE TO GRIND Your dwarf pal Gimli isn't the fastest, but he can lob an axe 100 yards.



THE HELM'S DEEP LEVEL SEES YOU DEFENDING THE CASTLE FROM WHAT SEEMS LIKE TWO BILLION UGLY, ROARING ORCS



TO PROTECT AND SERVE This level sees you staving off attacks long enough for Frodo to escape with the ring.

JOLLY GOOD FELLOWS Often, just as you're about to kark it, other members of the Fellowship step in to help.



TO YOUR HEALTH Ace combo moves are rewarded with bursts of energy.

RAY OF LIGHT Lighting effects in the spooky catacomb levels are dramatic.

THAT'S MAGIC! Gandalf sometimes helps out. He's practically indestructible.



MIDDLE EARTH One of the best things about the game is the variety and detail of the levels. Look at that grass!



SHARP SHOOTER Legolas loves the woodland levels – the archer can pick off baddies lurking in the trees.

→ appropriate film. Then, just as the fighting is about to start, the video transforms into the game and throws you straight into the thick of it.

The main part of the action kicks off with a scene from the beginning of *The Fellowship Of The Ring*, where hooded wraiths try to wrest the ring from Frodo, and culminates at the fantastic Helm's Deep stronghold from *The Two Towers*. It's an epic level that sees you defending the castle from what seems like two billion

ugly, roaring orcs. In between, there are ten other varied levels featuring memorable scenes such as Balin's tomb with its giant cave troll, and others you'll

undoubtedly recognise when *The Two Towers* hits cinemas in December.

HOBBIT-SIZED

Although you're forced to follow quite a narrow and linear path through the levels, the sumptuously detailed forests, huts, brooks and fences that form the scenery do a sound job of masking where game meets graphic. *The Lord Of The Rings: The Two Towers* is a great-looking game with some of the best battle scenes we can remember playing. The only problem is that it's not very long, and not terribly difficult. Most players should be able to finish the game in just over a weekend. This isn't the disaster it sounds, though, because you can extract a comfortable amount of replay value by returning to levels and finishing them with a different character. EA provides

an incentive for re-tracing old ground with extra experience points that can be traded in for better weapons and abilities. There are also several vaults of artwork, scenery and locked levels that only become available after you've completed the game to a high enough standard. Videos include Director Peter Jackson and Producer Barrie Osborne talking about the making of the film, plus Elijah Wood and Ian McKellen discussing their roles as Frodo and Gandalf.

Forcing you to replay the game to access additional levels is an easy way to add longevity, but there's also something so satisfying about the carnage in *The Two Towers* that keeps you coming back for more. The game is no *Final Fantasy* in terms of length, but it'll be a fair old while before you get bored of the rings. □ Ian Harris

THE LORD OF THE RINGS: THE TWO TOWERS

Why we'd buy it:

- Breathtaking graphics
- Excellent use of a movie licence (for once)
- The best sword-based scraps we've played on PS2

Why we'd leave it:

- Combat can get repetitive
- It's not long enough

Graphics	Gobsnacking and spectacular. Just like the films	09
Sound	Dramatic, rumbling scores taken from the movies	09
Gameplay	One of the smoothest free-roaming fighters ever	08
Life span	Short levels that are over too soon	06

Even if the mention of orcs and goblins normally gives you the fear, if you like action games, you'll love this.

08

OFFICIAL VERDICT

THE ART OF AN ASSASSIN



THE HEADSHOT
Blood type "O" on white ceramic tile.
Specialist equipment: Desert Eagle
Produced in Malaysia 2002.

Donated by: Charlie Sidjan

PC CD-ROM

PlayStation.2



Io-Interactive



www.gamenation.com.au

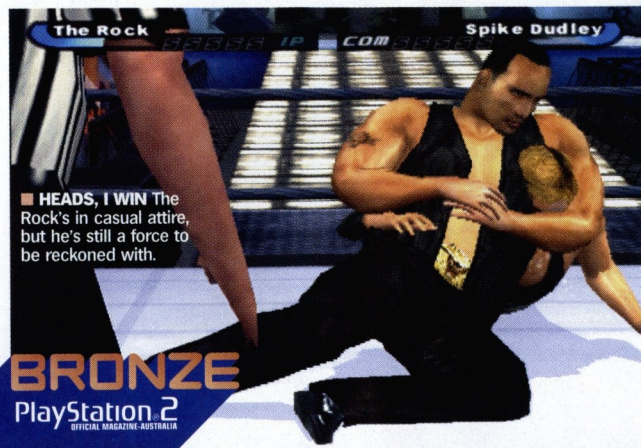


EIDOS
INTERACTIVE

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REVIEW

WWE SMACKDOWN! SHUT YOUR MOUTH



■ **HEADS, I WIN** The Rock's in casual attire, but he's still a force to be reckoned with.

BRONZE
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA



■ **YAROO!** "That's... for... Mr... Nanny!" One in the stonks for the Hulkster.

WWE SMACKDOWN! SHUT YOUR MOUTH

High-heeled girls in low-cut dresses thigh-strangle leather-trewed hunks for fun. Cool!

PUBLISHER: THQ
DEVELOPER: YUKE'S
PRICE: \$99.95
PLAYERS: 1-6
OUT: NOW
WEB SITE: WWW.THQ.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
PERIPHERALS: MULTITAP

■ BACK STORY

As a specialist in combat sports games, Yuke's is best known in its native Japan for the Touken Retsuden series of wrestling games. Here in the West, it's synonymous with the SmackDown! brand. Shut Your Mouth is the first PS2 release to come from the franchise since a bunch of pandas forced the wrestling body to change its name from WWF to WWE.



Saturday mornings are only good for two things: sleeping through or watching the latest WWE 'Sports Entertainment' on TV. Yes, we know it's pantomime brawling, but it's still an endearing and popular

mix. WWE SmackDown! Shut Your Mouth is the fourth SmackDown! videogame based on this TV 'sport' to date – the series having already made the jump from PSone to PS2 with slightly more grace than 300 pounds of angry redneck in a kilt.

For those new to SmackDown!, it's good news – anyone can enjoy Shut Your Mouth because it's constructed in three easily accessible sections. There's the massive Season mode, a huge variety of Exhibition matches and a frighteningly accurate Create-A-Boxer mode. These will be familiar to anyone who has played Just Bring It!, although to compare the two games would be a mistake. Whereas the previous game was big, Shut Your Mouth is simply immense.

GRAPHIC VIOLENCE

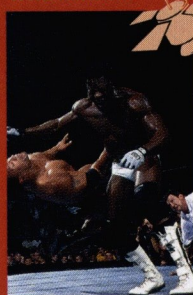
Accuracy is vital if a videogame incarnation of a popular franchise is to succeed. Wrestling is about as close to real life as a violently colourful cartoon, so taking these characters and putting them into a virtual arena poses no great problems. The sport is also ideally set up –

each wrestler has his or her own wardrobe, catchphrases and signature moves, all of which are easily transferable.

Graphically, everything possible has been recreated,

ARE YOU READY TO RUMBLE FOR REAL?

Can't wait to get your hands on the game? Want to do some research? Don't miss the very next WWE rumble...



WWE Armageddon will be live and exclusive on FoxTel on Sunday December 15 (that's Monday the 16th Australian time. Who knows who'll hate who by then with the WWE's soap opera-like storyline. Regardless, if you've ever thought that the action was a bit lame for the regular events that are on TV week after week, the PPV events are well worth checking out.

from backstage environments, television interviews, entrance routines and those snippets of behind-the-scenes bickering between characters, to accurate facial modelling. Add the smaller touches, such as lighting effects and a particle system that allows sweat, water and blood to spray off the wrestlers, and the overall experience is spectacular, if sickeningly evocative.

Compared to Just Bring It's occasionally blocky textures and basic movement, the enhanced controls enable you to access reversal moves (stopping your opponent really hurting you) and the all-important SmackDown! finishing moves with relative ease. Inflict pain on your opponent to build your SmackDown meter, then unleash it at the right moment with a tap of **□**. Punch and kick attacks, combined with grapples, throws and pins, are all accessible using different buttons – the results depend on which part of your opponent you're facing. Unfortunately, Chinese burns are still unavailable.

Although the basic gameplay hasn't come along in any real leaps or bounds, a more important issue has always been the collision detection – those moments where a hand suddenly disappears inside someone's face – and Shut Your Mouth still carries this slight malady. Character contact physics are an essential part of any wrestling game, and the imperfection of these can detract slightly from the overall experience.

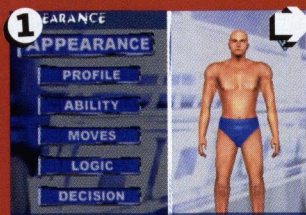
Once you're fighting fit on the controls, you'll spend most of your time on the Season mode. Avid followers of the magazine-style TV shows will go wild for this. Everything is present in exhaustive detail, starting with the initial draft, as Vince McMahon picks SmackDown fighters against Ric Flair's Raw stable for the season

"A BEWILDERING AMOUNT TO EXPLORE AND PLENTY OF OILED-UP, KNEE-PADDED BANG FOR YOUR BUCK"

DIY

ENTER THE BADGER

You too can be a superstar with Shut Your Mouth's powerful Create-A-Boxer mode.



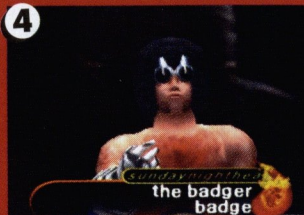
Start with something that looks like a bald Action Man. Wearing pants.



He's having a bad hair day, but body-morphing is a world of fun.



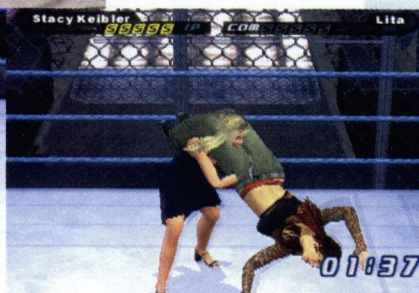
Clothing and accessories bring a little sass to the party. Stylish, ain't he?



All he needs now is a vicious stage name and it's off to the fights...



■ **BRA WARS** When you're half-naked, winning a big leather belt is even better.



■ **LADIES' FIGHT** Pay attention, fellas. There's plenty here your gal pals could apply in real life, too.



■ **NAKED AGGRESSION!** Go on... you tell him it's just playacting, we dare you.

ahead. Your chosen character then fights through all of the bouts on his card, from single matches to tag team battles – and even spur-of-the-moment Hardcore matches. You'll be taken around the globe in Pay-Per-View specials, where you can compete for belts and unlock extra game features, arenas and outfits.

Rather than a level-based advancement system, a story drives the action along, complete with twists and turns in the characters' relationships. Just watch as arrogant figures like Jericho call your character into the ring for a quick tussle. Your wrestler doesn't have to win every match along the way, though; RPG-style choices enable you to accept challenges, watch matches or interfere and defend friends or make new alliances. It personalises each season and really makes you feel part of the story. When you've accumulated enough points, you'll be able to go to your respective boss and demand a title shot. However, don't expect to have a myriad of options available to you immediately – you may find yourself fighting the same characters again and again, getting more and more impatient to meet someone new. It's not supposed to be *Tekken*, but for those who aren't aware that 'Hollywood' Hulk Hogan has a grudge against The (equally Hollywood) Rock, all the posturing and cut-scene action might seem a little too much.

PILLOW FIGHTS

The biggest single driving force behind the game is undeniably the 'Superstars'. Fans will all have a favourite good guy or camp, badly-acted villain. Triple H, The Undertaker, Scotty 2 Hottie, Lita and every WWE fighter (over 50, all playable) appear in

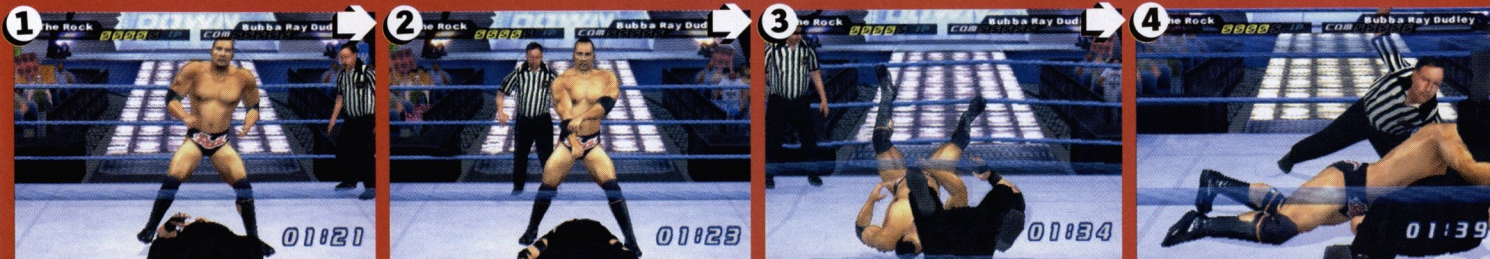
the biggest pixelated roster ever, and the girls are back in force, too. The real sport has taken a slightly worrying turn towards lingerie matches and pillow fights of late, and in *Shut Your Mouth*, wrestlers like Torrie and Stacy even have 'sexy' dances on stage. It's all harmless fun, of course, but still sure to raise a few eyebrows.

From dancing to prancing, every wrestler's particular way of moving, their taunts, ➔



ROCK HARD

Ladies and gentlemen, we give you The Most Electrifying Move In Sports Entertainment...

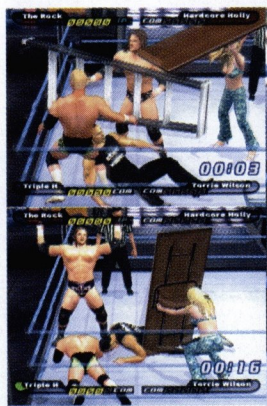


1 Your SmackDown meter's glowing, you've beaten him into submission – it's time to finish this.

2 Look out, the pad's off and The People's Elbow is out! Your opponent's still checking the ceiling.

3 Oooh, that's gotta hurt! Straight down on a prostrate Bubba Ray Dudley. Well, what did he expect?

4 Lights out for you, Mr Dudley. Time to pin him and accept the adulation of the crowd.



■ **UNDER THE TABLE** What starts out as a simple tag match goes mental when you add a little furniture.



■ **THREE'S A CROWD-PLEASER** The more wrestlers, the more the camera pans out.

modes, you can use almost anything that comes to hand. You even get to fight in the infamous cage, facing any number of irate foes in the Last Man Standing or TLC modes.

There really is a bewildering amount to explore and plenty of oiled-up, knee-padded bang for your buck. Combined with friends, *Shut Your Mouth* really shines in a way that solo play just can't compete with. Not many games give you the opportunity to scream, "Look at me! I'm giving you a Stinkface! Look At Meeeee!" in your best friend's general direction at 2am.

If you're the one person who buys this game without being familiar with WWE, watch a bout on TV – study the way a certain wrestler moves, recreate a match in-game and wait for your jaw to drop. *Shut Your Mouth* really has advanced the *SmackDown!* series massively, although such close ties come at a price. The nature of the WWF/WWE has hardly changed in years – Hulk Hogan's still in it for God's sake! – so the games will never rival the best beat-'em-ups for gameplay innovation.

But for those of you who still love watching The Rock check someone into the SmackDown Hotel, would love to get Rob Van Dam in a Pedigree or would do anything for a glimpse at Torrie's 'Puppies', this is a must-have. It is, quite simply, as close to the real thing as you could hope for: an enjoyable and immersive fighting game, with a huge Season mode and great attention to detail. The constant wrestling could become a little much for those without a serious interest, though. Like dinner parties and Twister, it only really shines when combined with friends and insults. □ Mark Wyatt

→ costumes and relationships, are all recreated in the minutest detail. It's a shock to see the precise way in which Kurt Angle's hits differ from every other wrestler, for instance, and how each trademark move looks perfect. Slightly disappointing, though, is the lack of voice-over action from the stars, particularly given that there's so much other character detail. At least the commentary is still provided by legendary wrestling pundits JR and The King.

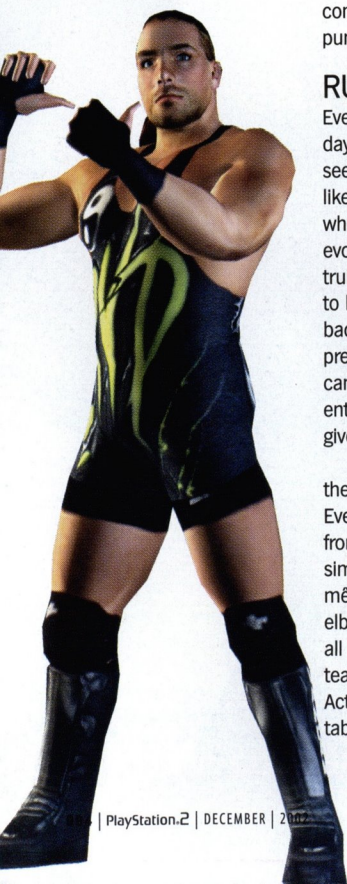
RUMBLE RUCKUS

Every good game has a 'Create-A-Player' mode these days but *Shut Your Mouth's* version is the best we've seen yet. You can morph size, skin texture and details like age and hair to create virtually anyone you want, while additional clothing options can be unlocked as you evolve through the Season mode. The level of detail is truly awesome, and you can tailor your player right down to his gait, wrestling style, entrance routine and background details (see Enter The Badger box on previous page). As if that wasn't enough, your creation can enter a real season and play all the way from the entry level to the big title. It's a fantastic addition that gives the game great replay value.

For those who don't want to wade into a full season, there's no better place to go than the Exhibition mode. Every single type of match-up is here for you to choose from. Some of the larger bouts are open to six players simultaneously, using two MultiTaps. In the ensuing mêlées a few suplexes might get misplaced and an elbow or two may get dropped in the wrong face, but it's all in the spirit of the game, and if you're playing as a tag team there are plenty of co-operative moves to discover. Action takes place in and out of the ring using ladders, tables, sledgehammers, bats, chairs, dustbins – in certain



■ **RUCK PROFILES** The back stories and end-of-match sequences are lovingly recreated.



WWE SMACKDOWN! SHUT YOUR MOUTH

Why we'd buy it:

- A huge and rewarding Season mode
- Easily the best and most realistic wrestling game yet
- Ladies, fighting, it's all here

Why we'd leave it:

- No voice-overs from real WWE Superstars
- Not a big leap from *Just Bring It!* in pure gameplay terms

Graphics

Great blood, sweat, facial detail and skin tones

08

Sound

Commentary, crowd, authentic music, but no voices

07

Gameplay

Intuitive controls with a variety of modes

08

Life span

Monster season and tailor-made fighting

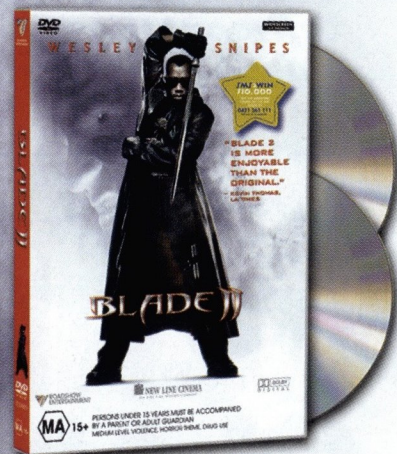
09

The *SmackDown!* series moves to a new level. Aspects of play still need perfecting, but this is still a great value package

08

OFFICIAL VERDICT

WESLEY SNIPES



Available **DVD**
Nov 20 on **VIDEO**

BLADE II

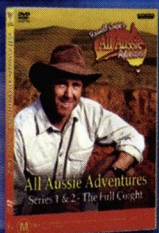
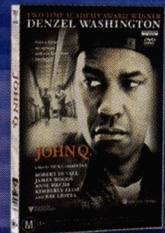
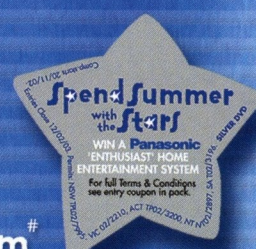
MA 15+

PERSONS UNDER 15 YEARS MUST BE ACCOMPANIED BY A PARENT OR ADULT GUARDIAN. MEDIUM LEVEL VIOLENCE, HORROR THEME, DRUG USE

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ROADSHOW ENTERTAINMENT

■ **QUARK KENT** This is costumed crimefighter Captain Quark and you'll need to find him quickly.

SILVER
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA

■ **'SNOT FUNNY** They might look like nasal wastage but these beasts just divide in half when you hit them.

■ **METAL MIMIC** Donning the Hologuise lets you sneak past other robots, as long as you give a cheeky wave.

RATCHET & CLANK

Forget the daft name. Forget it's a platformer. This is one of the best PS2 games yet. Trust us.

PUBLISHER: SCEE
DEVELOPER: INSOMNIAC GAMES
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEB SITE: WWW.INSOMNIACGAMES.COM
60HZ MODE: YES
SURROUND SOUND: YES
WIDESCREEN: NO

■ BACK STORY

Ratchet & Clank is the first next gen venture from the hugely successful LA-based development house Insomniac Games. Insomniac first hit PlayStation in 1996 with worthy Doom-a-like, *Disruptor*, and followed that up with the three multi-million selling platformers starring *Spyro The Dragon*.

"WANT A COMPARISON? THEN THINK STAR WARS MEETS JAK AND DAXTER IN A JAMES BOND GAME MADE BY PIXAR"

✕ *Metal Gear Solid 2: Sons Of Liberty* did it for action adventures, *TimeSplitters 2* set a new standard for the FPS and now *Ratchet & Clank* sticks a rocket up the platforming genre's backside with one of the most endearing and playable games of the year. It's an epic intergalactic adventure seamlessly woven together with charming cut-scenes. It's also a gadget-laden frag fest with more explosive hardware than a Schwarzenegger movie.

So who are these two jokers? Well, Ratchet, the main protagonist, is a bored young mechanic who dreams of heroic grandeur, and must learn how to wield an armoury of wonderful weaponry. Clank, his sidekick, is an extremely handy-to-know robot who spends most of the game strapped to Ratchet's back. He can be fitted with loads of upgrades, including a Hell-pack and an underwater jet-propulsion system. The pair meet when

Clank crash lands on Ratchet's homeworld telling a tale of woe concerning the imminent destruction of the galaxy and together they try



[HOW TO...

GET THROUGH ONE LEVEL OF R&C

Each of the 18 planets are rammed with enemies and tasks. Fort Krontos on planet Batalia sums up the game's exquisite variety.



GRIND SESSION

Using the Grind Boots, negotiate a roller coaster ride across the bay to locate a stranded commando who'll provide you with the co-ordinates for a new planet.



WALK ON BY

Collect the Magna Boots from the new planet, return and stomp very carefully around the exterior of some air ducting to reach a new section.



GUNSHIPS AT 12 O'CLOCK

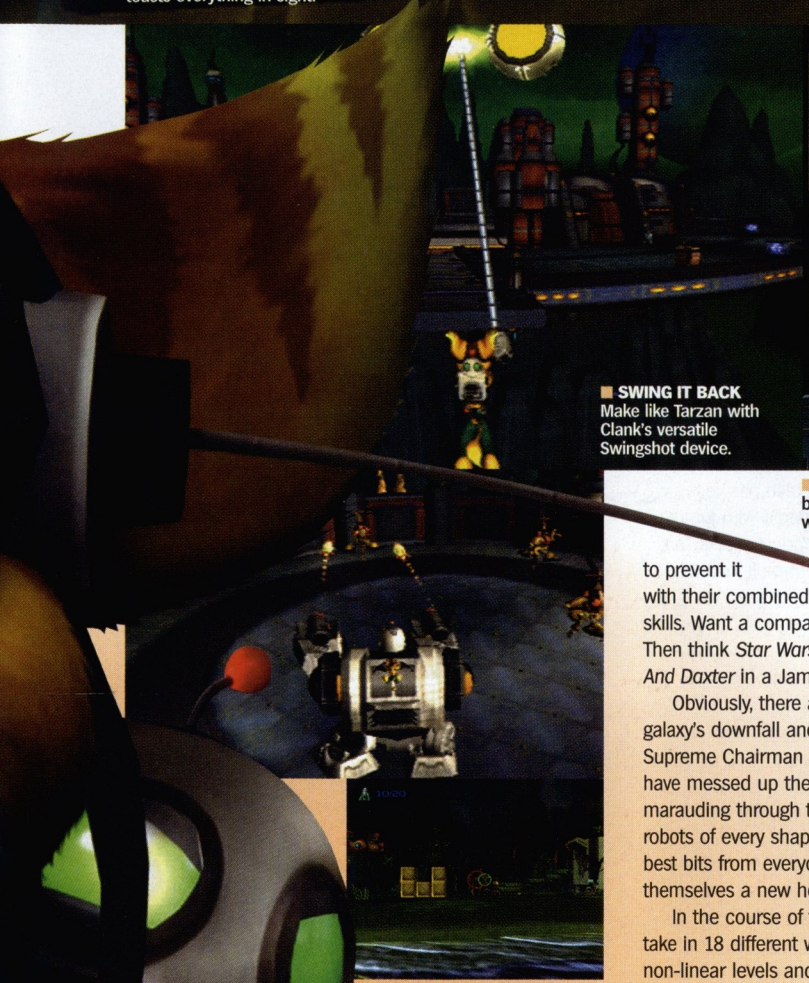
Did you spot those enormous bombers floating menacingly up in the sky? At the end of the level, hop into this air defence unit and pummel them with hot lead to stop the fort being levelled.



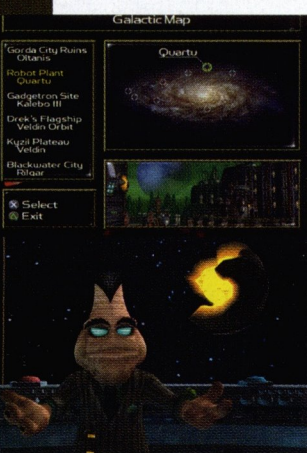
■ FIRE SERVICE The Pyrocitor is an effective close-range weapon which toasts everything in sight.



■ GIVING ME THE HORN The RYNO is the ultimate in bad-ass weaponry, firing six heat-seeking missiles simultaneously. Costing a mere 150K bolts, you'll have to scrimp and save if you want one.



■ SWING IT BACK Make like Tarzan with Clank's versatile Swingshot device.



■ DREK'S APPEAL Here's the big bad boss, Chairman Drek, giving a televised word of warning to the galaxy's citizens.

to prevent it with their combined skills. Want a comparison? Then think *Star Wars* meets *Jak and Daxter* in a James Bond game made by Pixar.

Obviously, there are some nefarious types plotting the galaxy's downfall and the game's chief villain is Ultimate Supreme Chairman Drek. Drek and his race of Blargs have messed up their own planet and are now marauding through the galaxy armed with malicious robots of every shape and size imaginable, pilfering the best bits from everyone else's planet in order to build themselves a new homeworld.

In the course of their adventure, Ratchet and Clank take in 18 different worlds, each one with expansive, non-linear levels and a range of immensely varied goals. It's not simply a case of ticking off the level objectives and moving on. The game has you hopping in your spaceship and flitting back and forth between the planet-levels in search of some new piece of gadgetry required to finish a previous task, or seeking out one of the game's many supporting characters who will provide you with information vital to your quest.

NUTS & BOLTS

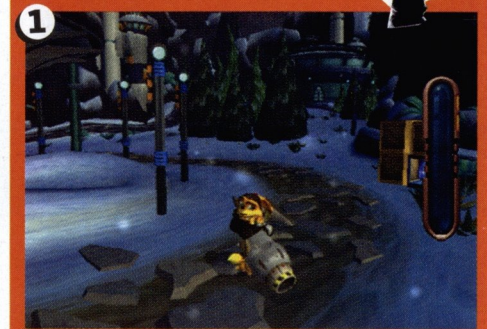
So, if you're going to take on Drek and his army, you're going to need nuts of steel. No really. Core to the game is the collection of nuts and bolts to buy yourself new and deviously entertaining weapons and gadgets. This metal currency is everywhere. Break open crates and dispatch enemies to rusty graves and you'll line your pockets with sufficient bolts to buy all the gear required for fighting off the game's hordes of robotic nasties.

Forget about the generic arsenal of most videogames. Even Ratchet's default weapon, the wrench, is almost as versatile as Dante's sword. 7500 bolts buys you a Glove Of Doom which, when fired, dispenses four

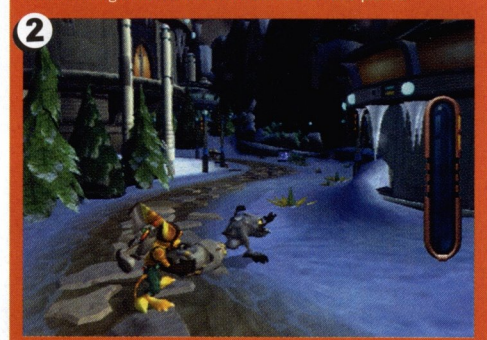
■ TOTAL DEVASTATION Snap to first-person view, get a tank in your sights, unleash a Devastator missile and enjoy the show.

SUCK ON THIS

A shoo-in for Gaming's Finest Weapon: the Suck Cannon.



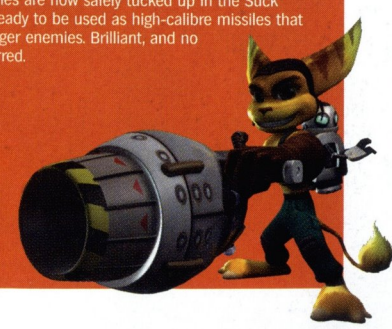
Pleased as punch with his new acquisition, Ratchet proudly displays the latest in enemy hoovering technology. Notice how he's shivering because it's a wee bit cold on this planet.



Switch on the cannon and you'll suck up all the nuts and bolts in the near vicinity and also whisk up any of the smaller troublesome enemies, filling the magazine with ammo as you go.



The smaller enemies are now safely tucked up in the Suck Cannon's barrel, ready to be used as high-calibre missiles that can be fired at larger enemies. Brilliant, and no ammo costs incurred.



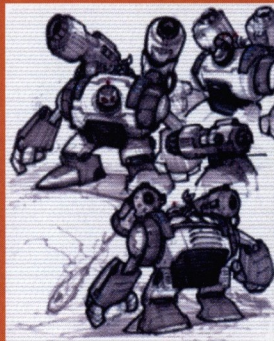
BOLTED-ON EXTRAS

Once you've completed the game, a whole heap of extras are unlocked. We don't want to spoil the surprise so here's just a taster for you.



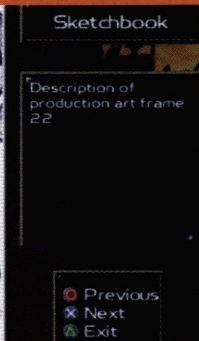
TV ADS

Here the team are testing out the Morph-O-Ray on planet Earth. This weapon transforms all in its beam into harmless chickens!



CONCEPT ART

See how the titular characters and robotic enemies came into being, from conception to the final stage.

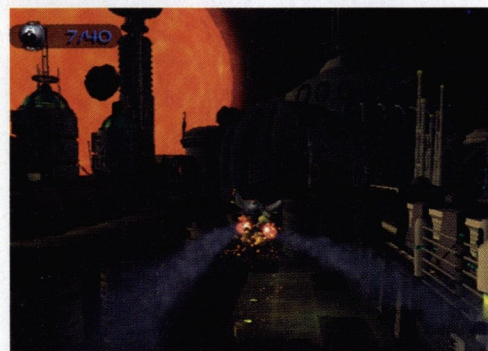


MOCK MAGAZINE COVERS

Our intrepid heroes make the big time and adorn the covers of some pretty high-brow magazines.

tiny but extremely vicious robots who will toddle off to sow destruction for you. The Suck Cannon (see Suck On This) is a riot, and a shady geezer down a dark alley in Metropolis will flog you a RYNO for 150,000. What RYNO stands for is anyone's guess, but as it fires off a Catherine Wheel of long-range heat seeking missiles, obliterating your target in the most extravagant fashion imaginable, you won't quibble with the name.

In all, there are 36 fantastic pieces of kit to collect, and trust us, you will want to own them all. But not all of them are destructive – gadgets such as the hell-pack or the magna boots are not only a joy to use, but they give you access to previously unreachable areas of the already huge maps. You'll find yourself revisiting old planets just to see if you can now fly across to that distant ledge where that elusive golden bolt could be hiding. If not, at least you can gather a few more bolts to save up for your next purchase; the peerless game design means you're never needlessly traipsing around.



■ **JET SET SILLY** Once you've got the jet-pack, the world-saving duo will be able to reach new level areas.



■ **ALIEN NATION** As you progress through the game, you'll meet bizarre characters.



■ **BRAIN BOGGLER** Like all good platformers, R&C has its fair share of tricky puzzles.

"CHARMING, EXPLOSIVE, REWARDING AND A DELIGHT TO PLAY, R&C LAYS DOWN THE PS2 PLATFORMING GAUNTLET"

If you can't find all the bolts and desperately need to get your hands on a piece of machinery, you can earn some by doing favours for people. For example, Skid McMarx and his agent got mixed up in a dogfight and have crashed their ship on a hostile planet.

If you help Skid by dispatching the ankle-biting sand sharks that are keeping him marooned by his stricken ship, then he'll give you a hoverboard that you can use to compete in races. The hoverboard race pits you against five competitors on a track littered with jumps, speed boosts and obstacles (think *Wipeout* meets *Tony Hawk's*). Win the trophy and you can trade it with Skid's agent for a new mechanical toy.

POSH & MECHS

It's this sheer variety of entertainment on offer that makes *Ratchet & Clank* so superior to games that have gone before it. When you're not charging through a level that's rapidly filling up with water, you're hopping into a starfighter to battle with giant spaceships dropping planet-ruining gunk from above. Likewise, the worlds you have to visit are all different, exquisite to look at, cunningly designed, solidly constructed and never dull places to explore. The 3D landscapes are astounding – for example, see a building on the distant horizon, and chances are, ten minutes later, you'll be blasting droids from the roof of it. Whether it's the water resort nestling in a tropical island archipelago or a space station in orbit above a planet, you can't fail to be impressed by the size and scope of the over-the-top cartoon sci-fi artistry on display.

If the planets ooze comic charm and personality, our two heroes are positively brimming over with charisma. Okay, they're not exactly the most mature of videogame heroes, but the attention-to-detail evident in their design would get even Max Payne empathising with their cartoon dilemmas. Ratchet hops, skips, jumps, swings, swims, glides and grinds his way around the levels. But he's mostly all about shooting the various enemies in the game. If you look closely you can see expressions of genuine glee on his face when he's toting a particularly meaty weapon or blasting skyward thanks to his thruster pack. When he's down on his health, his big floppy ears droop and his general demeanour turns downcast.

Meanwhile Clank is nerdy and sensible in comparison, and you'll play as him in just a couple of levels when Ratchet is unable to breathe the planet's atmosphere. His star turn comes late in the game when



■ **PRETTY AS A PICTURE** At the start of each level you're treated to a stunning panoramic vista of what's in store

he's transformed into a giant mech in order to take on a squadron of helicopters and other robots.

Not only are Ratchet and Clank great characters, they're also a joy to control. The learning curve is perfectly pitched, introducing you to new moves, items and guns piece by piece over the course of the game. It gives the player time to get used to them rather than smacking you in the chops later on with advanced platforming skill tests. In this way the game makes you work hard for your nuts, bolts and weapons but is never frustrating or repetitive, a shortcoming of so many platformers. If you happen to get overwhelmed by a platoon of flying attack drones toward the end of a level, or say you mis-time a leap across a ravine, then fear not, you can retry it almost immediately thanks to the constant automatic save update.

By turns *Ratchet & Clank* is charming, explosive, beautiful, rewarding and, most importantly of all, a delight to play; it lays down the PlayStation 2 platforming gauntlet. If you still haven't finished *Jak And Daxter*, these interstellar adventurers will make you forget you ever bought it. The game's finely-balanced gameplay and the weird and wonderful weapons and worlds it creates set a new standard. The fact that you play a grinning cat-type-thing dispatching robots with some of the craziest guns to ever grace the PS2? Well that's just a bonus. This doesn't just deserve your attention, it demands it. □ **Nick Ellis**

RATCHET & CLANK

Why we'd buy it:

- Stunning looks, killer gameplay
- One of the finest titles of 2002
- The Suck Cannon

Why we'd leave it:

- You don't get to steal cars or shoot gangsters

Graphics	A stunning feat of artistry and imagination	10
Sound	A cracking musical score and great noises	09
Gameplay	Exemplary. Takes platforming to new heights	09
Life span	Epic adventuring with replay value aplenty	09

Brilliant. A gripping comic space opera that's outstanding in every way. Gaming really doesn't come much better.

09

OFFICIAL VERDICT

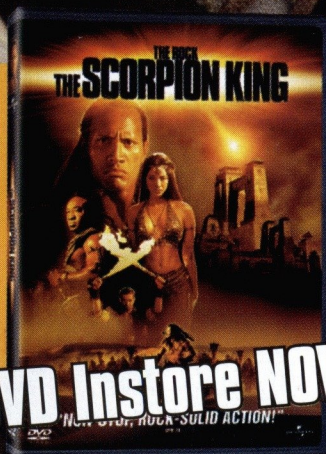
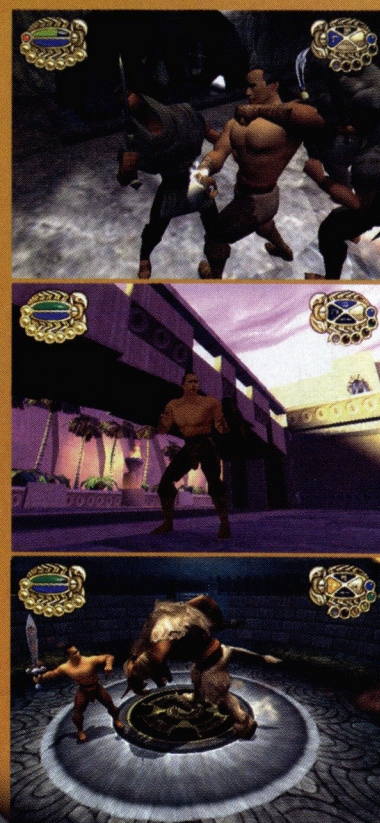


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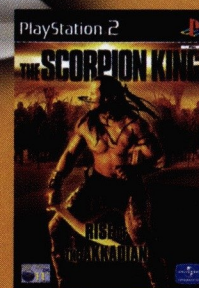


scorpionkinggames.com

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GAME BOY ADVANCE



PlayStation 2



NINTENDO GAMECUBE

DOGGY STYLE

Beat the Coliseum and face the three-headed Cerberus.



GUT WRENCHING Swallowed by a toongalactic whale, the heroes must fight into the beast's bowels to save Pinocchio.

PUBLISHER: SONY
DEVELOPER: SQUARE
PRICE: \$99.95
PLAYERS: ONE
OUT: NOVEMBER 22
WEB SITE: WWW.KINGDOMHEARTS.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: YES
PERIPHERALS: MEMORY CARD

KINGDOM HEARTS

Square and Disney sitting in a tree, k-i-s-s-i-n-g....

It's got to be the most unlikely marriage since King Kong tied the knot with that blonde chick he swiped from the top of the Empire State.

Square, the renowned developers of the *Final Fantasy* series of role playing games, collaborating with the house of the mouse, makers of all things twee and merchandised. Throwing Mickey Mouse, Peter Pan, Alice in Wonderland and Donald Duck together with Yuffie, Squall, Sephiroth and Tidus sounds like a goofy idea and clearly was either going to be a spectacular failure or an astonishing success. There could be no middle ground.

But the most surprising aspect of *Kingdom Hearts* is how well Square has managed to integrate both their new creations and the popular *Final Fantasy* characters into Disney's magical kingdom. This game isn't perfect, but it's not as a result of the two worlds jarring as you would expect. In fact, they mesh beautifully.

Kingdom Hearts is an action role-playing adventure in the style of the *Legend of Zelda* games. The hero is 14-year-old Sora, voiced by Haley Joel Osment, the kid who saw dead people in *The Sixth Sense*. After a

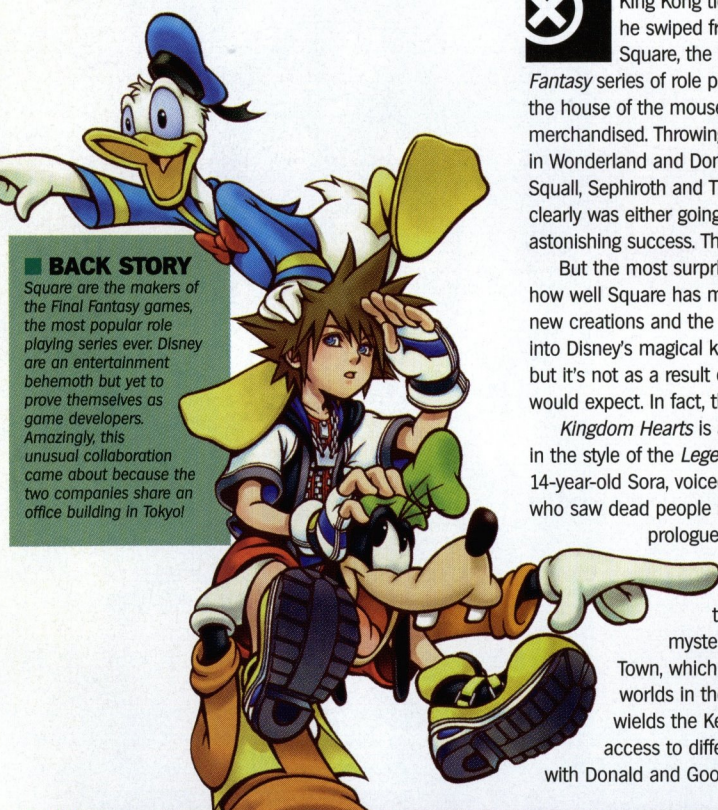
prologue on a remote island that teaches players the basics of control and battle, Sora is transported to the Magic Kingdom by a mysterious evil. He awakens in Traverse Town, which acts as a hub to all the different worlds in the game. As the chosen one, Sora wields the Keyblade – a sword which allows access to different realms. He soon teams up with Donald and Goofy to look for King Mickey as well

as his missing friends.

You would think that it would be an impossible task for Square to live up to the standard of Disney's animated films, but *Kingdom Hearts* is a feast for the eyes. The environments are lush and perfectly faithful to the Disney films, and there's a huge variety of locations to explore. Each of the nine worlds is based on a Disney film, including *Aladdin*, *Peter Pan*, *Alice in Wonderland*, *The Little Mermaid*, *Tarzan* and *Pinnocchio*. The character animation is another highlight. Both the Disney and Square characters are full of personality and delightfully expressive.

For a company like Disney who is so protective over its intellectual property, it is astonishing that so many beloved characters are in the game. In fact, we're struggling to think of any other Disney creation in which characters from different films or cartoons get to fraternize with each other. But in *Kingdom Hearts*, there are over 100 Disney characters. You'll see Tarzan swinging from tree to tree, Winnie the Pooh trundling around Pooh Corner, meet Alice in Wonderland and get assistance from the mighty Simba from *The Lion King*.

The heart of the game is the real-time combat. Sora is nimble and quick presses of the X button unleash parries and combo hits. Donald and Goofy fight by Sora's side, and prove to be more than helpful warriors. While it starts out as a fairly mindless hack 'n slash, in typical role playing fashion characters gain experience and abilities as they progress. There is magic as well as new defensive and attacking abilities to learn. Spells include fire, blizzard and thunder and can be used to solve



BACK STORY

Square are the makers of the *Final Fantasy* games, the most popular role playing series ever. Disney are an entertainment behemoth but yet to prove themselves as game developers. Amazingly, this unusual collaboration came about because the two companies share an office building in Tokyo!

INTERSPACE: THE FINAL FRONTIER?

The *Kingdom Hearts* levels are split into self-contained worlds, each one themed around a Disney movie. You travel between them using a customisable Gummi spaceship.



Four worlds exist on a ring and the Gummi spaceship can travel between them one-by-one. Visit the first four worlds and you will gain Warp Drive to access the next four.



The bright, blocky Gummi spaceships can be built to your own design. Collect Gummi armour, Gummi engines and Gummi cockpits to build faster and better interspace vehicles.



The journey between worlds is fraught with blocky danger. The flight resembles an Eighties shoot-'em-up – but it's the only way to collect Gummi blocks to make a new space ship.



When you reach a new destination – here the Hercules-themed Coliseum world – you can either land to do battle against the Heartless or fly on to the next world.

UNDER THE SEA

Join up with the not-so-little Mermaid.





HERCULEAN EFFORT The game's levels are inspired by Disney movies – *Aladdin*, *Pinocchio*, *Tarzan* and *Hercules*.

AGGRO IN AGRABAH At certain points during the game, you can replace Goofy or Donald with a guest hero (here Aladdin).



HIM TARZAN, YOU SORA Battle possessed jungle beasts in Tarzan's world. An auto lock-on facility can aid you in combat.



COMBO! Button-bashing unleashes spectacular attacks.

A TYPICAL SQUARE STORY OF HEROISM, BETRAYAL AND LAST-MINUTE, AGAINST-ALL-ODDS SPARKLY REDEMPTION

puzzles as well as battling enemies. There's an excellent on-screen menu system and hotkeys for preferred spells – essential elements when battles against the Heartless are so hectic. Further depth is provided by countering moves, special attacks and the ability to summon creatures, including unlikely pugilists Dumbo and Bambi. Sora also gets to team up with other characters in certain worlds. It's a lot of fun, and battles against bosses are particularly exciting.

However, it's not all sunny in the magic kingdom. The most annoying aspect of the game is the camera. In fact, it's the most stupid camera we've come across in a long time. Frustratingly, it often provides the most unhelpful view of the action possible. In the midst of a battle, it's not uncommon not to be able to see Sora at all and just have to frantically bash your attack button and hope for the best. Being able to lock onto targets and manually control the camera are welcome, but it shouldn't be a full time job.

Also surprising is the high difficulty level. With the Disney content, we expected *Kingdom Hearts* would be aimed at children as well as adults. But few kids will have the patience and joypad skills to get far. Even dedicated RPG nuts will be frustrated at times. Similarly, we're not sure what Square was thinking when they

decided to bolt on the banal Gummi Ship shoot 'em up stages that you have to endure between worlds. When you're just itching to explore the next level, it's more than a little annoying having to play through a lacklustre *Star Fox* clone. You have to wonder why it wasn't thrown out as soon as play testing begun.

Kingdom Hearts succeeds where you think it would fail. It manages to bring together the magic of Disney and Square in one surprising and delightful package. And sadly, it almost manages to undo all its great work with some stupid design issues that should have been corrected during testing. It could have been the ultimate fantasy. Instead, you have to put up with some real annoyances while you are treated to one of the most astonishing and entertaining games of the year. **Jason Hill**

KINGDOM HEARTS

Why we'd buy it:

- Engrossing and lengthy
- Immaculate presentation
- Chance to relive your childhood
- Appeals to both Disney and *Final Fantasy* aficionados

Why we'd leave it:

- Annoyingly stupid game camera
- Battles can become repetitive
- Gummi Ship is the worst mini game ever

Graphics Gorgeous Disney worlds to explore, brilliant animation **9.5**

Sound Top notch voice work and orchestral score **10**

Gameplay Well crafted mix of exploration, combat and puzzles **9.5**

Life span Dozens of hours of entertainment, plenty of surprises **9.5**

Over 100 Disney characters and countless Final Fantasy heroes thrown together. An extremely memorable adventure.

08

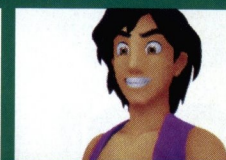
OFFICIAL VERDICT

WHO'S WHO IN KINGDOM HEARTS?

The game features over 100 Disney folk from stars like Aladdin and Captain Hook to bit-part players like Flounder (the yellow fish in *The Little Mermaid*). Here are a few of the characters you'll meet:



SORA
The boy-hero must battle the Heartless, locking each world to prevent their return.



ALADDIN
You'll find Aladdin in Agrabah, fighting to free Princess Jasmine from royal vizier, Jafar.



ALICE
Wonderland is overrun by the Heartless. Can you save Alice before it's too late?



ARIEL
Our boy-hero becomes a boy-fish to fight the Heartless alongside this 'Little Mermaid'.



CAPTAIN HOOK
In Neverland you'll find Peter Pan, the Lost Boys, and a fight with Captain James Hook. Boo!



DONALD & GOOFY
These toons are searching for the missing King Mickey and will fight loyally by your side.



HADES
Just one of the many members of the shadowy super villain club who control the Heartless.



HERCULES
In the Coliseum world you can compete in gladiatorial games (trained by fat satyr, Philoctetes).

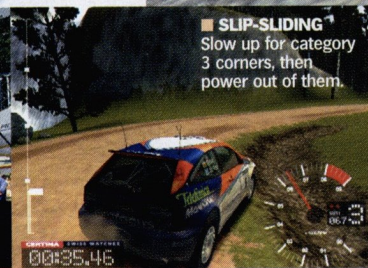
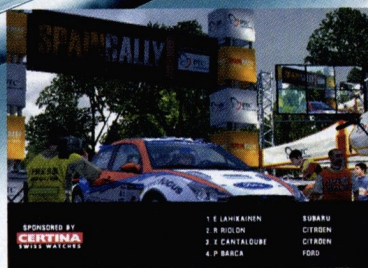


JACK SKELLINGTON
From Burton's *The Nightmare Before Christmas*, Halloween Town comes to digital life.



PINOCCHIO
Gepetto and Jiminy Cricket join the puppet who wants to become a real boy.

It takes a little more to make a



COLIN MCRÆE RALLY 3

The biggest name in rallying returns. And what a ride it turns out to be...

PUBLISHER: CODEMASTERS
DEVELOPER: CODEMASTERS
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOW
WEB SITE: WWW.COLINMCRÆE RALLY3.COM
60HZ MODE: NO
SURROUND SOUND: NO
WIDESCREEN: NO
PERIPHERALS: LOGITECH DRIVING FORCE WHEEL

BACK STORY

The first Colin McRae Rally title on PSone was a giant amongst gamekind and has sold over four million units to date. Nobody needed to tell Codemasters twice that a sequel would be a 'good thing', and Colin McRae Rally 2.0 improved and expanded upon the original design. Colin McRae Rally 3 represents the next step in the series' development, with familiar game options and locations, but better handling and physics – and all in dazzling, PS2-o-vision.



According to Codemasters, "I'm Colin McRae. And you're Colin McRae." Everyone can be Colin McRae – at least in the virtual sense.

Simply strap yourself into the next-generation Colin McRae Rally 3 and you can experience what it feels like to make 150 decisions per minute, to fight the car as it slides through the gravel on an Australian hairpin while thinking ahead to the next corner.

The Colin McRae Rally franchise is one of the biggest names in console gaming. But on the PS2 this third incarnation faces some stiff competition. Evolution's World Rally Championship was good. The sequel is even better, simulating a whole WRC season – 14 rallies, 115 stages, plus all the official driver names and cars. In comparison, Colin McRae Rally 3 boasts eight events, 56 stages and lacks WRC II's officially-licensed data. But despite a few fictional features, Colin McRae Rally 3 is blessed with an extraordinary attention to detail. Its 3D graphics are often breathtaking, the physics engine is superb, and there's an addictive immediacy to the gameplay.

At the core of CMR3 is the Championship mode, a three-year stint with the Ford Rallye Sport team where you take on the role of McRae. With co-driver Nicky Grist by your side (unlike in the real thing, where Grist was inconveniently dumped three weeks ago), the aim is to win back-to-back-to-back championships. In the first year, you'll compete against 15 other drivers in races across Australia, Spain, Finland, the USA, Japan and Sweden. A UK-based course replaces the Australian rally in years two and three, while the Rally of Greece is a substitute for the USA courses in the final year.

Structurally, each of the rallies consists of seven stages split over two days – six special stage courses across the host nation's countryside, plus a super special stage where two cars race head-to-head in a dual-circuit stadium section. While virtual Ford mechanics will auto-select settings for your car before every rally, there are opportunities to manually tinker with the set-up.

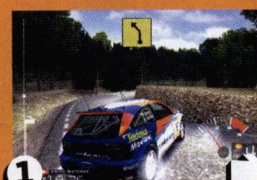
Even before you take control of McRae's car, the game's TV-style presentation heightens the atmosphere. When you finally roll out towards the start, you have a



HOW TO...

BE COLIN MCRÆE

The Championship mode offers the full racing experience. You take on the role of Colin McRae, driving a Ford Focus RS WRC to chase three Championships wins in a row.



1 SHAKEDOWN DAY

On the day before any rally you have the opportunity to tinker and test your car's settings. Telemetry readouts and split-times allow you to see whether one configuration is better than another.



2 CAR SET-UP

Here you can fiddle around with the technical options to give you that extra edge in the stages ahead. Have you got the right tyres for the road surface? Should you set the anti-roll to Medium or Strong? Decisions, decisions...



3 THE STAGES

Each rally in CMR3 is split into seven sections – six cross-country stages followed by a stadium section where two cars race against the clock on a dual-circuit course. You and 15 PS2-controlled drivers are vying for the title.



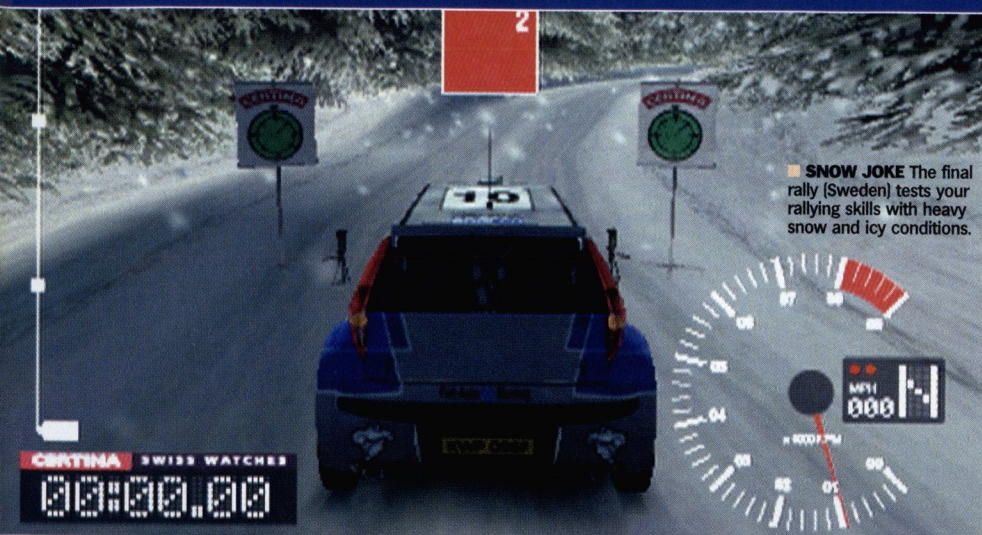
4 SERVICE AREA

After stage three and stage six, you get the chance to service your car, repairing minor damage or changing the technical set-up. These Service Areas are vital in keeping your car running for the entire race.



5 LEADERBOARD

Rally racing is a solitary but mesmerising sport, and in CMR3 it's you against the clock as you attempt to beat the other drivers to the end of a stage. Complete a rally stage, and you unlock new gear. Win, and you unlock an extra car.



■ SNOW JOKE The final rally (Sweden) tests your rallying skills with heavy snow and icy conditions.

WILL GRIST BE MISSED?

Our condolences to Codemasters, who have put in a huge amount of effort to make *Colin McRae 3* as authentic as possible, only to have McRae and Grist part ways days before the game was released. McRae admitted that their in-car relationship had been strained for some time, but with fellow Scot Derek Ringer set to replace Grist, it'll be an all Scottish line-up for *Colin McRae 4*. Let's hope Ringer's accent isn't too thick, otherwise we'll all have Buckley's chance of knowing where we're going.



ON THE ROAD

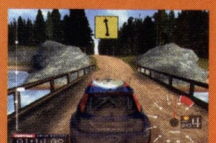
CMR3 features eight international rallies, each with a challenge on a different surface. Here's what you'll face in the first year of the Sparco Rally...



AUSTRALIA The Australian rally stages mostly consist of dry gravel tracks. They offer very little traction but are great for performing dramatic power slides around corners.



SPAIN The Spanish rally introduces your first Tarmac challenge. The stages twist and turn through the hilly countryside. Watch out for those cliff-top edges...



FINLAND Up into Scandinavia, the Finnish race offers a mix of dirt and Tarmac sections. It's a fast-paced rally often along roads where your view is obscured by overhanging trees.



USA The American stages take you through the canyons of Mid-West America – a combination of wide Tarmac roads and dusty gravel tracks that zigzag across the mountains.



JAPAN The tight twists and turns of the Tarmac-based Japanese stages are made all the more difficult because the rally often takes place in the pouring rain.



SWEDEN Finally, the Swedish rally tests your control of a car on snow and ice. Again, trees obscure the racing view in some sections and grip is minimal.



■ SUPER SPECIAL Each rally culminates with a stadium-based stage.

■ COLIN MCRAIN' The weather effects in the game are jaw-dropping.



■ PACE NOTES Despite the fantastic 3D visuals, you'll need to listen to your co-driver's pace notes carefully.

choice of three camera views – driver's-eye, over-the-bonnet, and a zoomed-out arcade-style perspective. The latter is by far the easiest to use, giving you a longer view of the road and a few more milliseconds to think.

KEEPING YOUR FOCUS

Once again, Codemasters has worked closely with Ford to obtain extraordinary levels of car detail. The Focus is beautifully reflective and slowly becomes spattered with mud or caked in dust as you drive. Brake discs glow orange as you brake and the exhaust shakes with every engine rev. This detail extends to the damage modelling – wheels shake if you damage the suspension, dented bumpers drag on the ground and body panels fly off at speed. Inside the car, McRae and Grist are realistically animated. They react to each corner you take and hang on for dear life should you be involved in a crash.

In some rally titles, pace notes are often an added detail. In *CMR3*, however, you actively rely on Grist's instructions as you drive, thinking a corner ahead with one half of your brain, while using the other half to slide the car around the bend at hand. Some tracks have sections that are obscured by trees, so you'll occasionally hurtle into turns with blind faith in the pace notes.

What truly makes the Championship mode interesting is that you don't have access to the full range of equipment when you start. Only by completing the rallies do you unlock the extra tyres, chassis types, improved brakes and turbo modifications to help you stay competitive in the increasingly tough second and third years. In the first year, the championship is tricky but it's possible to win it at your first attempt. In the

second year, the difficulty level is bumped up a notch. Your opponents are faster, but you have access to slightly better equipment.

At first, *CMR3* seems disappointingly small because it features only two main game options – the deceptively tricky Championship and single Stage modes (with single-player and split-screen two-player action). Only by playing Championship do you unlock the tracks for replaying in Stage mode, while winning a rally unlocks other playable cars: the Mitsubishi Lancer Evo VII, Subaru Impreza WRX 44S, Citroën Xsara Kit Car, Ford Puma Rally, Citroën Saxo Kit Car, Fiat Punto Super 1600 and MG ZR, plus classic Ford RS2000 and Lancia 037 models.

The game may lack the exhaustive simulated action of *WRC II*, but don't make the mistake of thinking that *Colin McRae Rally 3* is a more arcade-orientated title. Far from it. In truth, it will take hours of practice before you can slip 'n' slide the rally cars as well as the championship-winning Scot who lends the game his name. The tiniest lapse in judgement on a race stage will destroy any hopes of victory. With gorgeous 3D landscapes, jaw-dropping weather effects and white-knuckle off-road racing, this really is an instantly accessible, instantly enjoyable experience. □ Dean Evans

COLIN McRAE RALLY 3

Why we'd buy it:

- Superbly playable rally game
- Fantastic 3D graphics and weather effects
- Highly-detailed in terms of design and handling

Why we'd leave it:

- Limited game options
- Fictional courses and drivers

Graphics

The rain in Japan is simply breathtaking

09

Sound

The whine of the engine, the chatter of the co-driver

09

Gameplay

A challenging three-year Championship mode

08

Life span

When you're tired of rally, you're tired of life...

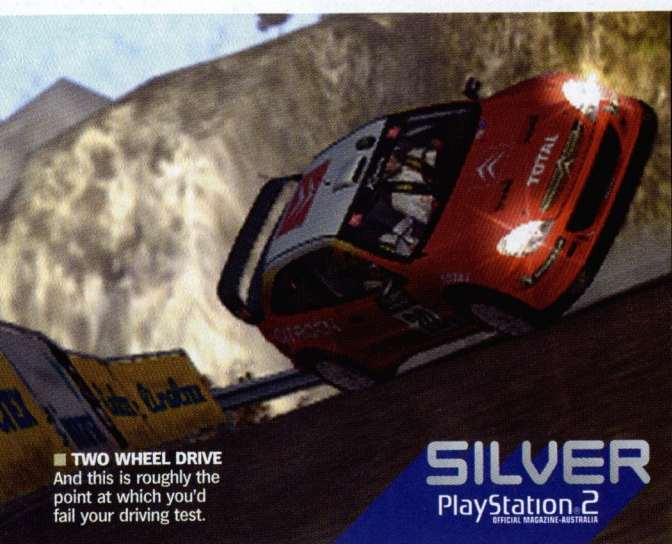
08

Perfectly playable and constantly challenging. Colin McRae motors effortlessly into the PS2 hall of fame.

09

OFFICIAL VERDICT

MCRAE AND GRIST REACT TO EVERY CORNER AND HANG ON FOR DEAR LIFE SHOULD YOU BE INVOLVED IN A CRASH

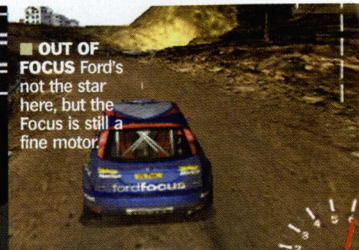


■ **TWO WHEEL DRIVE**
And this is roughly the point at which you'd fail your driving test.

SILVER
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA



■ **BACK SEAT DRIVER** There are several views to choose from including this atmospheric cockpit-cam. It's a little impractical though.



■ **OUT OF FOCUS** Ford's not the star here, but the Focus is still a fine motor.



■ **POPGUN**
Exhaust flames and 'turbo pop' are well realised.



WRC II EXTREME

Realism and raw thrills combine in Evolution's firecracker of a sequel.

PUBLISHER: SONY
DEVELOPER: EVOLUTION STUDIOS
OUT: 30 NOVEMBER
PRICE: \$99.95
PLAYERS: 1-4
WEBSITE: WWW.PLAYSTATION.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: YES
PERIPHERALS: LOGITECH DRIVING FORCE WHEEL

■ BACK STORY

The original WRC – Evolution Studios' first racing game (in fact, its first console game) – was a fine rally simulation, let down only slightly by light handling and a seemingly unfinished two-player mode. Since then, the programmers have re-written the code from scratch, liaising closely with WRC engineers.



The intent behind WRC II aka World Rally Championship II – depth, realism, thrills – is apparent the first time you lose control of your Mitsubishi Lancer Evo VII approaching a hairpin turn at 135kmph. You feel the car slowly, but yet so horribly quickly, slither from beneath you, while the tyres lock in the crunching gravel as an embankment looms up ahead. But you just manage to prise it back from the brink – a caress of the brake, a nudge on the steering wheel, a tentative heel prodding at the accelerator. This, surely, is what petrol was invented for.

Developer Evolution is telling everyone who'll listen that the original WRC – a very good rally game – was just the practice run for WRC II. This is the real event, they say. And it is. If you watch rallying on TV, this is as close as you'll get to interacting in that experience without clambering out into the countryside and standing next to the road as mud and manure spray up from the wheels of a passing Impreza. And that's not just the driving, but the whole experience. With all the official cars, drivers and circuits (14 events taking in 115 stages),

music by the Chemical Brothers and replays created in conjunction with Chrysalis TV (the producers of Channel

4's rally coverage back in the UK) this package is slicker than a multi-million dollar car ad.

Nice, but it all falls away into insignificance when you clamber into a car and start driving. Pick a mode – there are several, ranging from a full Championship season, to Quick race, to Time trial, to Head-to-head frolics. Pick one of seven beautifully-modelled cars, each with its own handling nuances slavishly replicated. Now drive.

The first thing you notice is that these cars have a real sense of density. You can't just casually slide and sway them through every corner. You have to understand weight transfer, often slamming the full load onto the front tyres to give you grip, then easing through the bend with precision rather than psychotic abandon. At first, you under-steer like crazy, sending ad hoardings flying and mud splattering across the screen. But then, when it becomes apparent that this is an incredibly realistic physics model rather than an on-rails rally-em-up, it begins to click. You start experimenting with real rally techniques like left-foot braking, the Scandinavian flick (not a sexual euphemism, honest), or the trusty old handbrake turn. You really feel the differences between asphalt, gravel (the loose gravel even cracks and crumbles beneath the wheels) and, of course, ice, and you have to alter your technique accordingly.

In comparison, Colin McRae 3 feels light. The cars glide – at the very edges of a decent slide, you can feel the tyres digging in, but for the most part you're driving on air. In WRC II you feel every bump in the road, and simultaneously, every bump in the road has an effect on

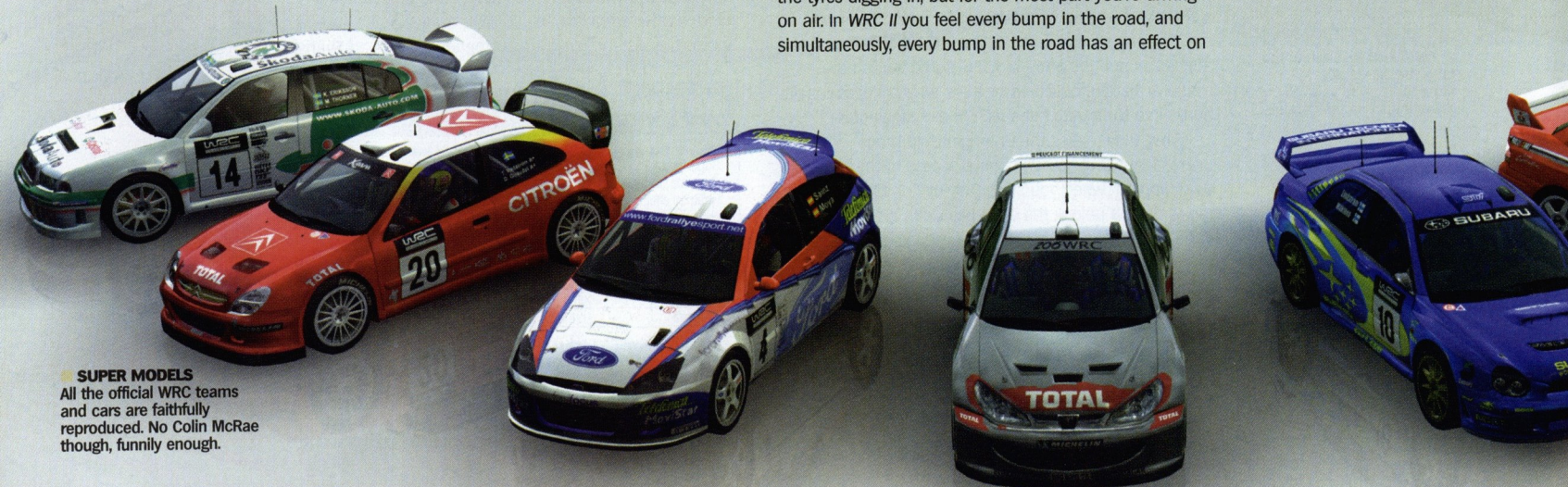
WHY 'EXTREME'?

The truth behind that teasing subtitle.

WRC II boasts six hidden cars, but it's not the usual selection of classic motors. Only accessible by beating the Championship mode in Expert setting, each is a completely de-restricted fantasy car, designed in conjunction with the WRC manufacturers' chief engineers. Skoda is reportedly so impressed with the styling of its Octavia Extreme, the company is thinking of putting the car into production some time before 2005.



AT FIRST, YOU SEND AD HOARDINGS FLYING AND MUD SPLATTERING ACROSS THE SCREEN



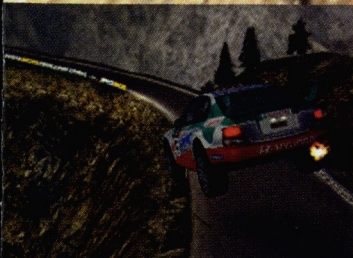
■ **SUPER MODELS**
All the official WRC teams and cars are faithfully reproduced. No Colin McRae though, funnily enough.



DUST BUSTER
Dirt tracks send dust spewing across the screen. It also cakes the chassis.

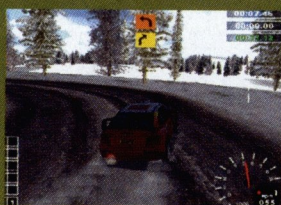


REPLAY VALUE
Race re-runs provide some stunning camera footage.

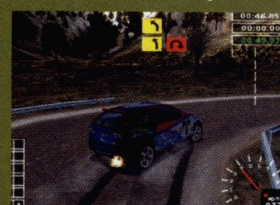


RALLY 101

Explore WRC II's handling to the full with these classic rally techniques...



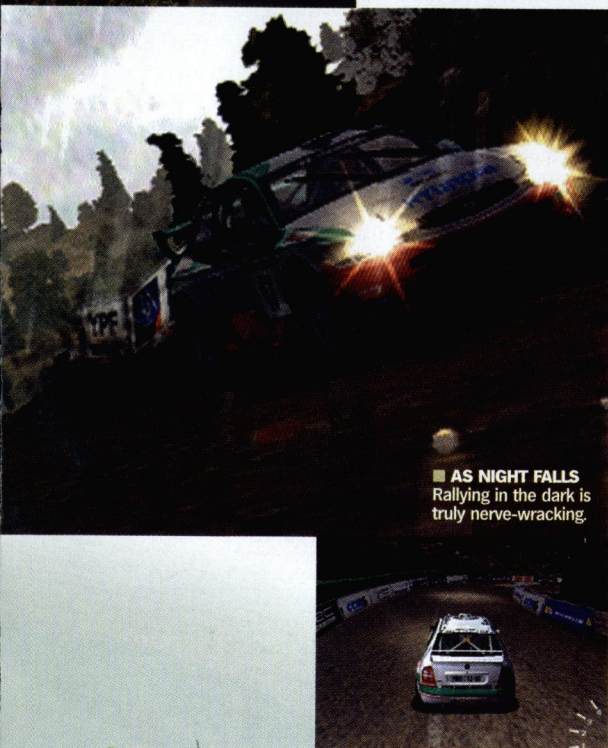
1. The Scandinavian flick
A neat method of turning quickly on slippery surfaces. Head for the opposite direction, then snap the wheel back, flicking the car round.



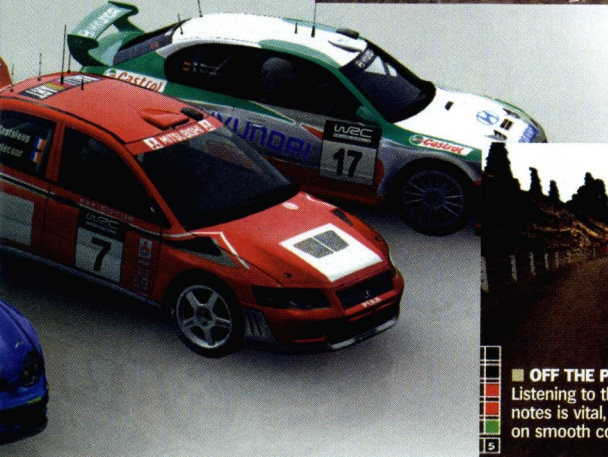
2. The handbrake turn
Get around those hairpin turns without missing a beat by approaching the corner turning into it, then hitting the handbrake. Takes some practice.



3. Left-foot braking
Key technique perfected by legendary rally driver Rauno Aaltonen. Combat understeer by applying brake, accelerator and wheel simultaneously.



AS NIGHT FALLS
Rallying in the dark is truly nerve-wracking.



the handling. The fun isn't as immediate as it is in *McRae 3* – here, it's a challenge just to make it through the first few stages of the Championship mode in the top five (especially if you chose Professional or, later, Expert). There's a lot of frustration to get through, but what keeps you going is the knowledge that every time you plough into a tree, it's your fault.

THE LONG AND WINDING ROAD

The original *WRC* was respected for its ambitious maps and the fact that you could see the road twisting off into the distance. *WRC II* lets you see twice as far, through the heat haze of Kenya's dust-caked savanna, through the lush rolling hills of Italy, or through drifting snowflakes fluttering across Sweden's barren tundra. The natural elements are well-realised, with believable textures and decent effects on water, mud and rain (although the spot effects in *McRae 3* are noticeably more snazzy). The only disappointments, perhaps, are the rather blocky buildings and unconvincing spectators, but when you have seemingly the whole of Cyprus opening up in front of you as you take a corner, it's hard to be too judgemental about these peripheral features.

WRC II doesn't seek to flatter the player or provide cheap thrills. It's a proper sim. That's not to say it's anything like an F1 sim. By its very nature, rallying is the more visceral sport and you will have excitement aplenty getting used to that complex and hugely demanding handling model. Besides, you can always stick it in novice and forget about penalties, damage and the rest. And you never need touch the comprehensive tuning section, which offers eight categories (tyres, steering,

hydraulics, brake balance and so on) and 600,000 variations – your mechanics will handle that. No one is forcing you to become a rally anorak.

An extra twist of longevity is provided by a range of head-to-head split-screen options (there is more fogging here of course, but it's still fun) and the chance to open up some amusing bonus tracks, filled with audacious ramps and downhill slaloms. The debates will rage for months over which is the better rally sim – this or *Colin McRae 3*. In the end it'll come down to personal choice. *Colin 3* looks more stylish, the car models sparkle, the rain splatters on the windscreen with eye-rubbing realism, and that Career mode is a nice, innovative touch. But *WRC II* is grittier. It's aiming to get you as close as possible to the mud track. Breathe in: you can almost smell the dirt. **Keith Stuart**

WORLD RALLY CHAMPIONSHIP II EXTREME

Why we'd buy it:

- Very realistic handling
- Superb realisation of the full WRC licence
- Excellent long-term challenge
- Great bonus cars

Why we'd leave it:

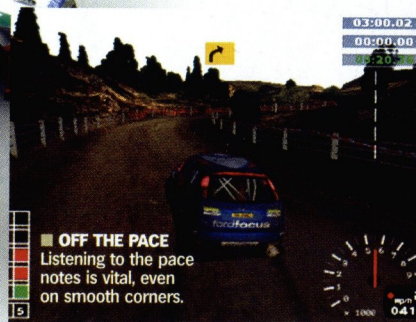
- We want the immediacy of *Colin McRae Rally 3*
- Solo racing just isn't our thing

Graphics	Astonishing landscapes and decent cars	08
Sound	Throbbing engines, crackling gravel	08
Gameplay	Deeper than most, but it's not just for petrol heads	09
Life span	It'll last as long as your love of rallying	09

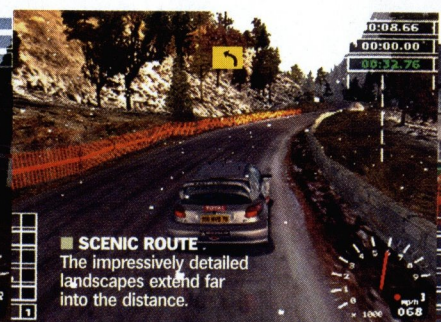
A really full-bodied sim, with a satisfying learning curve for those who can hang on for the ride.

09

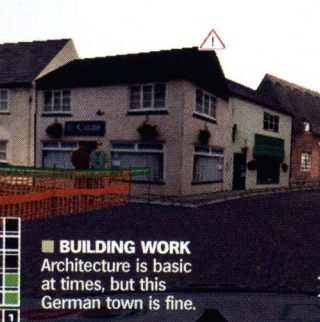
OFFICIAL VERDICT



OFF THE PACE
Listening to the pace notes is vital, even on smooth corners.



SCENIC ROUTE
The impressively detailed landscapes extend far into the distance.



BUILDING WORK
Architecture is basic at times, but this German town is fine.

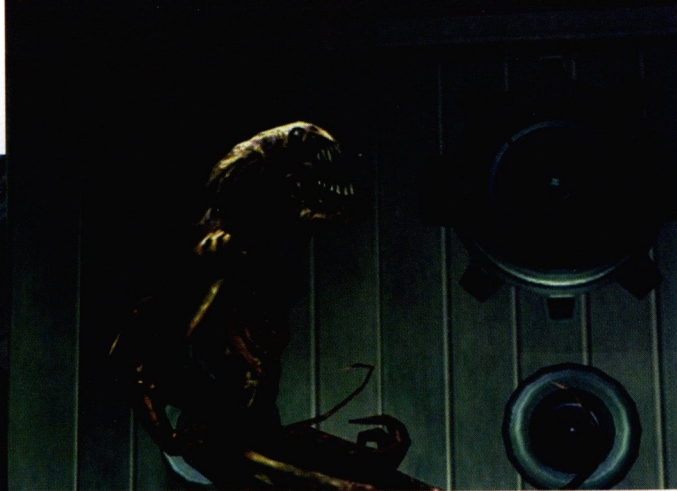
REVIEW

RUN LIKE HELL



■ **LET THE BLOOD RUN FREE**
Not only does their fluoro green blood make wounded aliens easier to track, you can bottle it and sell it to raver kids.

BRONZE
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA



■ **DEJA VU** Scary lookin' - check. Cool teeth - check. Original... well 2 out of 3 ain't bad.



■ **MULTI-RACIAL HARMONY** "Conner, do you think she'll notice I'm not human?"

RUN LIKE HELL

In space no one can hear you scream... or shoot a bunch of stuff!

PUBLISHER: INTERPLAY
DEVELOPER: DIGITAL MAYHEM
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEBSITE: WWW.INTERPLAY.COM/RLH/
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: YES
PERIPHERALS: NO



■ **DOH!** No one fed the xenoc!



The title of *Run Like Hell* is a complete misnomer. There is very little running in this 'Survival horror in space' game. Although it must be said "Shoot Everything Like Hell" is considerably less catchy. *RLH* tells the tale of chiselled war veteran Nick Conner, voiced by Lance Henriksen (of *Aliens*/Millenium fame), who returns from a routine asteroid exploration to find the once tranquil life he had on the Forseti space station has gone seriously pear-shaped. Basically, nasty, human chewing aliens have attacked. They've spread like a fanged cancer from deck to deck, slaughtering all in their path. It's up to Conner, and the few allies he can find, to help him stop this alien menace, and find his busty fiancée Cassandra, before it's too late.

The game itself is fairly standard survival horror fare. The player wanders around increasingly freaky environments in a third-person view, solving simple puzzles, shooting aliens, and fighting slimy bosses. It's not going to win any awards for elevating the genre to new levels but it does nail the formula quite well. The graphics are solid, although some of the animation seems a little stiff, but it's the sound effects that really keep this puppy cooking. Assorted creepy sound scapes mixed with Nu-Metal give the whole package a genuine sense of atmosphere and you'll find yourself jumping quite a few times as gibbering, ooze flecked nasties burst from air vents and obscurely poorly lit corridors.

On the downside the camera movements occasionally work perversely in opposition with your character's wishes and, as always, being damaged by an off screen adversary is vexing. Also there isn't enough variety in the monsters you fight. Basically there's five or six different kinds, with a few boss variations. You'll find

yourself labelling the creatures: "There's the one that's rips off *Aliens*... That one's *The Thing*" etc. Originality is not one of *Run Like Hell*'s strong points, as the whole package feels like a pastiche of sci-fi/horror faves.

Sounds all pretty tacky and B-Grade, doesn't it? Yet strangely that's half the charm of *RLH*. In fact it's almost as if this game has started a new sub genre: The B-grade survival horror. If *RLH* was a movie it wouldn't be *Alien*. It would much more likely be one of those B-string eighties efforts like *Galaxy of Terror* or *Xtro* (remember those?). Movies that tended to be terribly derivative but had an enthusiastic, sweaty charm that was undeniable. *Run Like Hell* features manly men with voices like ground glass, womanly women with permanently erect nipples, big guns and lots of explosions. It's not art but if you're partial to the idea of *Resident Evil* on a space station you'll like this. □ Anthony O'Connor

BACK STORY

Run Like Hell has been a long time coming from Interplay. Numerous delays and changes in direction have only added to the excitement that inevitably greets its arrival. Originally the title was a much more accurate assessment of the game, however changes were made and as it stands the game is much more action based.

RUN LIKE HELL

Why we'd buy it:

- B-Grade survival horror! Gore, nipples, swearing! Hurrah!
- Shooting aliens is always fun.
- Great cast of voice actors adds bags of atmosphere.

Why we'd leave it:

- Highly unoriginal and not exactly an evolution of the genre.
- Other titles are actually moving the genre forward
- We prefer it meatier and deeper.

Graphics	Solid models with some clunky animation.	07
Sound	Atmospheric soundscapes. Great voice acting.	08
Gameplay	Simple survival-horror fun, but unoriginal.	07
Life span	No real replay value.	05

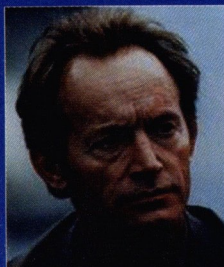
Run Like Hell may not revolutionise the world of survival horror, but it delivers bodybags full of charm, gore and gratuity.

07

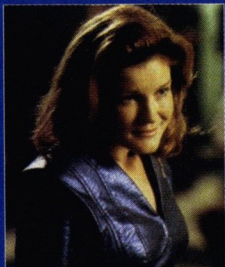
OFFICIAL VERDICT

NOT A BAD CAST... FOR HUMANS:

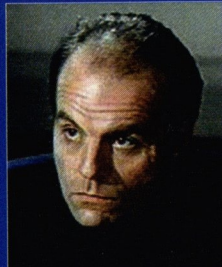
A great feature of *Run Like Hell* is the exceptional cast of voice actors, all of whom seem to have impressive sci-fi/horror credentials. *OPS2* is wondering why Mark Hamill hasn't popped up in there somewhere. Then again, all of these folk are highly regarded as accomplished actors. Mark isn't.



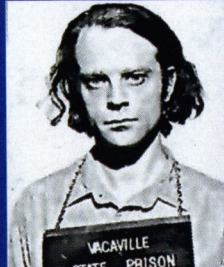
LANCE HENRIKSEN
(*Aliens*, *Near Dark*) as Nick Conner



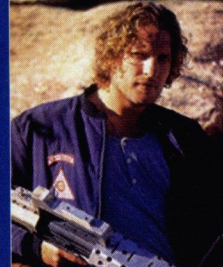
KATE MULGREW
(*Star Trek: Voyager*) as Dr. Mek



MICHAEL IRONSIDE
(*Total Recall*) as Commander Mason



BRAD DOURIF
(*Dune*, *Babylon 5*) as Fred



CLANCY BROWN
(*Starship Troopers*) as Dag

re•con (n): the sole unit an infantry battalion relies on for intelligence operations. Arguably the most specialized and highly trained troop formation of any regiment.

If you meet them in combat...



YOU'RE ALREADY DEAD.

Prepare yourself as the PC Game of 2001 hits
PS2 and Xbox in time for Christmas.

Features missions from the original PC game
and the add-on, Desert Siege



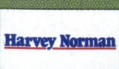
PlayStation®2



from the makers of
RAINBOW SIX

Tom Clancy's
**GHOST
RECON**

Available at these and other good retailers



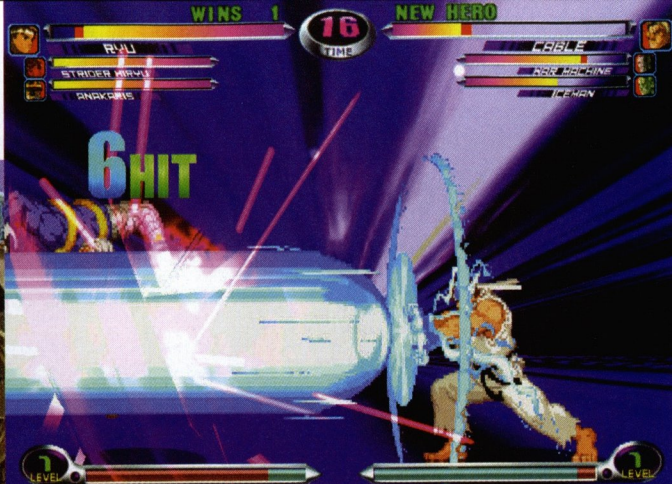
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REVIEW

MARVEL VS. CAPCOM 2



FILL THE SCREEN WITH FURY "I have no idea what I'm zapping, but it's going down."



MARVELOUS STUFF All of the Marvel comic characters use their signature super-powers

MARVEL VS. CAPCOM 2

Tons of characters, lots of clout... What 2D fighting's all about.

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOVEMBER 29
WEBSITE: WWW.CAPCOM-EUROPE.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO



FLEX "Jill want Hulk now?"



2D fighters may seem like a thing of the past for many, but they are a breed of game that refuse to die, and *Marvel vs. Capcom 2* proves it by delivering more raw content than any other game in the genre has come close to.

While *Marvel vs. Capcom 2* doesn't break any ground in terms of offering amazing new modes or a system that will change the way we all think of 2D fighting games, what it does do is go one up on its predecessors in several ways. The most obvious step up is the move to 3-on-3 combat, which besides giving the player another character to add to their tonkin' team, also creates opportunities for some wonderfully over the top attacks.

Of course with more characters in each team, that'd mean constantly coming across the same faces over and over again unless there were heaps of characters and Capcom don't disappoint, with a whopping fifty-six to choose from. Even Jill Valentine from the *Resident Evil* series is there, zombie-related attacks and all.

Half of the characters are available from the outset, while the rest can be unlocked by earning points, which are in turn spent on new characters, colour schemes and gallery artwork. There's nothing revolutionary about the 2D character art, but *Marvel vs. Capcom 2* features 3D backgrounds with smoothly animated elements that bring them to life. This may sound like an odd inclusion in a 2D fighting game, but they work well, providing an artistic style that simply hasn't been seen before in this genre.

Some say a fast game's a good game, but it's the epic battles that gamers remember the most, and *MVC2*'s 3-on-3 combat lends itself to extremely long bouts. Because the battle isn't over until all three characters from one team are defeated or the time eventually runs out, there's

always plenty of chances for either side to make a comeback in the event they cop a beating at some point.

With so much replay value on offer thanks to the time it takes to unlock everything, the only real disappointment for *Marvel vs. Capcom 2* is that it hasn't improved in any way since it was released on Dreamcast two years ago. Not much of a concern for the majority that didn't invest in Sega's ex-generation console, but considering the time its taken *Marvel vs. Capcom 2* to wing its way over to the PS2, a new feature or two wouldn't have gone astray.

Lack of improvements aside, the fact that *Marvel vs. Capcom 2* is still an entertaining romp today without any improvements is a testimony to the timelessness of its gameplay. If you're a fighting game fan, this is a must have, and even if you're not, this would be the one 2D fighter to get if you wanted to make sure your collection had the genre covered. ☐ Dan Toose

MARVEL VS CAPCOM 2

Why we'd buy it:

- Epic 3-on-3 battles a-go-go
- A ludicrous number of characters
- Enough offensive options to ensure depth

Why we'd leave it:

- No improvements over the old DC version
- The music is too fruity
- It's time for something original

Graphics	Reasonable animation over interesting backgrounds	05
Sound	Wailing female vocals over hammy music. Ick!	04
Gameplay	Frantic button-bashing bliss, and lots of it	08
Life span	Repetitive, but heaps to unlock	07

A tad dated, but *Marvel vs. Capcom 2* still packs enough punch to keep old-school fighting game fans more than happy.

07

OFFICIAL VERDICT

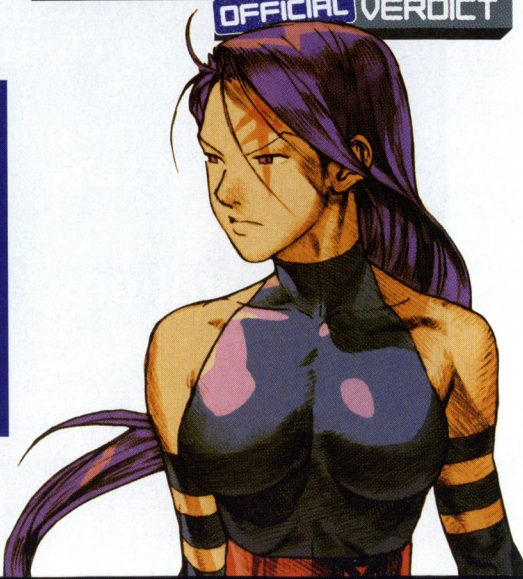
BACK STORY

With such a ludicrously rich gaming history, Capcom have created a horde of characters through the years. In some ways *Marvel vs. Capcom 2* could be seen as a practical means for the Japanese developer to highlight just how many other games they've done besides their fighting titles.

TRIPLE TEAM TROUNCING

Using the same old-school super meter system that pretty much every 2D fighter has used for years, *MVC2* allows a team with three levels of super meter filled up to unleash a triple-team super filling the screen with an imposing amount of pyrotechnics.

The player can also choose from one of three assist moves for each of their three characters, allowing them to develop specific strategies as to how to use certain combinations of characters. The action may look mindless, but there's plenty of depth here.



Project ZERO

"At last, an entirely original concept"
- Official Playstation 2 Magazine, Australia

"Project Zero absolutely shines in the atmosphere stakes"
- Atomic 9/10

"Project Zero is one of the best games of the year,
toppling its genre rivals to stand at the pinnacle of
survival horror"
- PSW Magazine 9.5/10



PlayStation®2

TECMO



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■ KNOCKING IT AROUND The neat passing game is easy to achieve.

■ MENTAL MIKE Owen gets so excited after scoring he loses his neck.

■ BECK TO ITS BEST Star player's attributes are noticeable out on the pitch.

■ CAULDRON OF PASSION It's a far cry from Twerton Park on a Tuesday night. Thankfully.

■ BACK STORY
FIFA originally appeared on the Sega MegaDrive back in 1994. This is the third instalment on PS2, but this time EA has wisely listened to criticisms of its ultra-lucrative franchise – including some stern advice from OPS2's own Editor – and rebuilt the game engine from scratch.

PUBLISHER: EA SPORTS
DEVELOPER: EA CANADA
PRICE: \$99.95
PLAYERS: 1-8
OUT: NOW
WEB SITE: WWW.FIFA2003.EA.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: YES
PERIPHERALS: MULTITAP

FIFA 2003

Wait! This year's model is more than a cosmetic improvement.

⊗ Over the last few seasons, reviewers have complained that each new FIFA game offered little more than a flashy new trick – something for the marketing department to slap on the back of the box. Worse, it just didn't feel like football. But let's not be too hasty with that obituary. Clearly chastened, EA has taken its flagship franchise back to the boot room, returning with radically reworked gameplay and a new engine. Don't panic, though. Everything you love about FIFA is still here: accurate stadia, authentic kits and spookily lifelike (if slightly stocky) player models. It's the football which is unrecognisable.

The Canadian dev-team has clearly spent time pulling apart *Pro Evo*, trying to nail the secret of its success. The benefits are obvious: passing is crisp and intuitive, with players making intelligent runs and looking for quick one-twos. The ball no longer sticks to their feet like a piece of half-chewed Extra. In fact, the whole thing feels a lot less flashy. Sure, you can still perform tricks (this time using the right analogue stick) but matches no longer look like Rivaldo's showreel – all cheeky step-overs and spectacular bicycle kicks. Instead, scoring is a matter of careful build-up play and prising open opportunities. Yes, you can fire in 20-yard screamers, but elegant sidefoots inside the box are much more common.

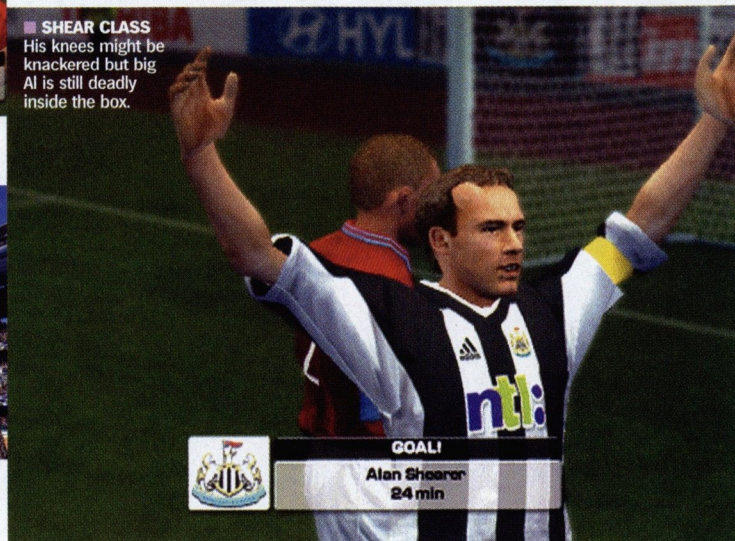
Unfortunately, FIFA also copies some of *Pro Evo*'s bad habits. Some animations run on for a couple of frames too long, which can throw out your timing when lining up a shot. In truth, the whole shooting system needs work. Given that the likes of Owen can crack off a thunderbolt with little or no backlift, having to charge shots, crosses and throughballs feels unrealistic, particularly when it lets your opponent make a last-ditch tackle. Defensive AI is



■ SEAMAN'S SHAME Ronaldinho lines up another keeper-shaming 'floater'.

■ YELLOW PERIL Tackle two-footed and the ref dispenses instant justice.

■ SHEAR CLASS His knees might be knackered but big Al is still deadly inside the box.



also suspect, with wing backs going AWOL and central defenders leaving enough space to sail a ship through. Lining up sliding tackles is also unnecessarily fussy and the crossing feels unfinished. More worryingly, the series still hasn't entirely eradicated the spectre of slowdown.

But enough negatives. In multiplayer particularly, you'll be forgiving most of these problems, simply because the core pass-and-move gameplay is such a joy. Also, FIFA utterly wipes the floor with *Pro Evo 2* when it comes to authentic stadia, crowd chants, leagues and a club roster which covers even the most obscure teams from countries you didn't even know had a league. EA are only getting better at deliering a comprehensive package.

FIFA 2003 still has a way to go before it matches Konami's critical darling in terms of playing like a real game of football. Nonetheless, this is still quite a comeback. Next year the title run-in could be even closer. □ Tim Clark



■ REALISM BE DAMNED! Heskey firing in a 30-yard rasper? Without falling over?

■ SAMBA PSYCHO Roberto fixes us with his death stare after we fluff his free kick.

FIFA 2003

Why we'd buy it:

- The best FIFA in absolutely ages
- Endorsed up to the eyeballs
- Utterly superb audio

Why we'd leave it:

- Still flawed next to *Pro Evo 2*
- Occasional, but severe, slowdown
- Lengthy delay to get a shot out

Graphics

Impressive facial accuracy, but chunky torsos

Sound

Stunning punditry from Motty and McCoist

Gameplay

Massively improved. Genuinely entertaining

Life span

Solid. Mastering the new system will take time

For fully-licensed footy you should feel no shame in buying this. There's still work to be done, but it's hugely enjoyable.

08

OFFICIAL VERDICT

HOW TO...

FLICK A FREE KICK

Taking dead balls now involves using a novel, golf-style swingometer. Here's how to bend it like, erm, Roberto Carlos.



1 Zizou gets clattered on the edge of the box. Time for little Bobby to line up one of his specials.



2 The left analogue stick aims the crosshairs. The right stick selects where you strike the ball (watch the icon in the bottom-left corner).



3 All you have to do now is stop the bar in the green sweet spot. He starts his run-up and...



4 Oooff! Smashes it straight into the wall.



5 Oh well. Back to the drawing board, Roberto.



■ **SPECIALISTS** The free kick styles of Carlos and Becks have been perfectly captured.

SILVER
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA

■ **THAT'S CHAMPION** Win a tournament and you're treated to celebrations accompanied by Queen's We Are The Champions.

PRO EVOLUTION SOCCER 2

'Ere we go, 'ere we go, 'ere we go... It's a ripper new Konami Pro Evo!

PUBLISHER: **KONAMI**
DEVELOPER: **KONAMI TYO**
PRICE: **\$99.95**
PLAYERS: **1-8**
OUT: **NOW**
WEB SITE: **WWW.KONAMI-EUROPE.COM**
60HZ MODE: **YES**
WIDESCREEN: **YES**
SURROUND SOUND: **YES**
PERIPHERALS: **MULTITAP**

■ BACK STORY

This is the follow-up to Konami's Pro Evolution Soccer, not to be confused with the other soccer series from Konami, the ISS (International Superstar Soccer) series. Pro Evo is the sim, ISS is the arcade-style game.



FIFA may have enjoyed a seemingly endless dynasty as the established name in soccer games, but Konami became the team to beat after unleashing *Pro Evolution Soccer* upon

PS2 owning sports fans everywhere about this time last year. Now Konami have been forced to ponder the same question that EA have faced for years "What the hell do we do to the game now?". It would appear that they've done enough to maintain their edge, although it's not a one horse race this year.

Pro Evolution 2 boasts some new animations, which do actually make the intricate elements of ball work look better than before, but plan for a letdown if you're expecting a step up in terms of more detailed player models. Make no mistake, *Pro Evo 2* is an attractive game, with visuals many other sports titles would be envious of, but those that were looking forward to a serious facelift will be crestfallen at the lack of genuine change.

The commentary on the other hand is a different story, with the oratory from the new team of Peter Brackley and Trevor Booking providing a much smoother and more succinct call as to what the player's peepers peruse. The only area this falls apart is during the highlights where the word "incident" is used every few seconds. A minor hiccup in an otherwise major step forward.

One element of the commentary that looked like it was going to be a downer was the renaming of the clubs to titles that work around the licensing issues, such as calling Arsenal "London", or Leeds "Yorkshire". However, by playing through the Konami Cup, alternate commentary can be unlocked, where things are called as they should be. A sneaky but welcome hidden treat.

But it's the insanely intuitive and realistic player control that helped *Pro Evolution* end FIFA's dynasty, and with those core elements being refined a bit further, *Pro Evolution 2* is the slickest football game around. Players no longer run the ball out so much, and with extra

animations producing an even more fluid run of play than before, this is footballing heaven.

With FIFA receiving a real overhaul this year, with both titles featuring modes where the player takes a team through a season, with management features such as player transfers on hand, *Pro Evo 2*'s trump card is its awesome Umbro Training Centre. Not only does this help introduce the player to all the controls, but puts them through drills to teach them good habits that work towards building plays. Performing well in the drills also unlocks extra features, making getting *Pro Evo 2*'s enjoyable and worthwhile for those that don't have a natural appreciation for the merits of training.

Extra teams, an enhanced Master League mode with multiple divisions, and a training mode that teaches the player to appreciate just how well honed the gameplay really is, all help *Pro Evolution Soccer 2* raise the cup for the second year running. It wasn't the same one-sided slaughter that we saw last year, but for the purists who care more about seeing things play out like a real match, *Pro Evo 2* is on the ball. □ **Dan Toose**

PRO EVOLUTION SOCCER 2

Why we'd buy it:

- We're football mad
- It's still the most realistic soccer-sim in the world.
- Super groovy training mode

Why we'd leave it:

- Takes time to unlock real team names
- Lacks FIFA's comprehensive licensing

Graphics

Silky smooth player animation

09

Sound

Much better commentary than last year

08

Gameplay

A superbly realistic footy experience

09

Life span

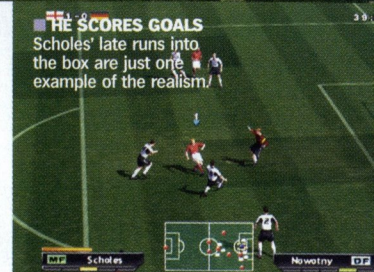
Heaps to unlock. Endless replay value

09

PES2 just maintains its grip on the PS2 football cup in the face of a stronger challenge from this year's FIFA.

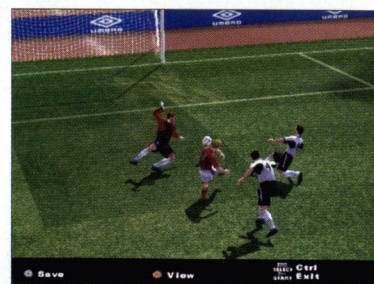
09

OFFICIAL VERDICT



■ THE SCORES GOALS

Scholes' late runs into the box are just one example of the realism!



IT'S TRAINING MEN

A superb new addition to the Pro Evo series is the Umbro Pro Training Centre, featuring six challenges designed to improve your footballing skills.



1. DRIBBLING

Challenge: Dribble through cones in the direction of the arrows as quickly as possible.

Skills developed: Dribbling, close control, judging when to sprint.

2. SHORT PASS

Challenge: Complete as many passes as possible (between five team-mates) without interception.

Skills developed: Short passing, first-time passing, feints, control.

3. MANUAL PASS

Challenge: Complete as many manual passes to your team-mate as possible within the time limit.

Skills developed: Manual passing, accuracy, movement.

4. FREE KICK LONG PASS

Challenge: Hit long passes at the penalty area target. The better the accuracy, the more points awarded.

Skills developed: Long passing, judging power and direction.

5. FREE KICK SHOOT

Challenge: Shoot at goal aiming for the target. The closer to the bullseye, the more points awarded.

Skills developed: Free kick taking, power and direction, adding curl.

6. BALL POSSESSION

Challenge: Keep possession while playing in and around your opponent's box.

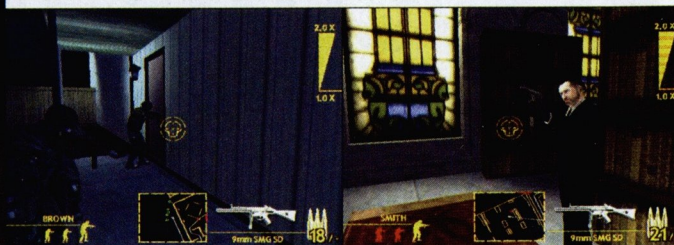
Skills developed: Dribbling, passing, movement, awareness.



■ **TRUST ISSUES** "Don't move commander, there's a bug on your shoulder."



■ **CHEST PAINS** "And you thought smoking was bad for your health?"



■ **GOT IT COVERED** "That wall and door aren't going anywhere sir!"

THE SUM OF ALL FEARS

A lack of military intelligence is making Clancy look chancy.

PUBLISHER: UBI SOFT
DEVELOPER: REDSTORM
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEB SITE: SUMOFALLFEARS.UBI.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: YES
PERIPHERALS: NO



■ **HIT THE LIGHTS** "Corporal, it that your hand?"



■ BACK STORY

Unsurprisingly, *The Sum of All Fears* is based on the bestseller by well-known author Tom Clancy and on the movie, starring Ben Affleck and Morgan Freeman, from Paramount Pictures. This is the second shooter from Redstorm entertainment and utilises the Ghost Recon engine.

■ AYE, INJURIES

What it's like to get shot! Rather than offer the usual flash of red and diminishing energy bar, SUM has a rather cool damage effect. Your vision blurs, you stagger and red spots appear in front of you. Dead or drunk? You decide.



Strangely *The Sum of All Fears* game has little to do with the movie of the same name. Don't expect to run into Ben Affleck or Morgan Freeman at any time. Rather, this is a FPS revolving around the exploits of the FBI Hostage Rescue Team (HRT) and their continuing battle against terrorists. You control various members of the team and can switch between three characters whenever you want. This is a neat feature and adds some depth to a field that's rapidly becoming full of samey product.

That's not to say *TSOAF* is another *TimeSplitters* or *Red Faction* clone. Whereas those games focussed on mass destruction and the sheer joy of blasting away at your enemies Sum is a tense affair. The emphasis is on sneaking around and espionage rather than double-fisted blasting orgies of leaden death. This covert style is heightened by the fact that there is no energy bar on screen per se. In fact, take one or two good shots and your character will fall to the ground like a dead dog. There's a cool, blurred perspective effect that goes along with being shot, providing one of the nicest visual touches in the game.

Sounds great so far, right? Well, now for the bad news. It's been said many times before, but a FPS' success or failure depends to a huge extent on the intelligence of its AI and sadly *TSOAF* has one of the single most unintelligent AI's ever. You'll feel like your squad has literally been sent to tackle a horde of slack-jawed yokels! One can comfortably walk up to a terrorist, face-on, aim your weapon at his head and the hostile in question will often shoot the wall opposite, the floor or thin air. Anything, in fact, other than you! This somewhat diminishes the enjoyment (or purpose) of a successful stealthy entry.

Still as the game progresses the enemies do get (mildly) smarter and the missions (mildly) harder. There's nothing wrong with a gradual learning curve, right? Especially if there's numerous missions. Aye, and there's the second rub. *Sum* features a paltry eleven missions. Even on the hard difficulty setting that's not going to last most gamers much longer than a weekend. Sure missions can be tackled in a number of ways, and you can replay levels with different scenarios but at the end of the day it doesn't compensate for a severe lack of game material.

There's nothing wretchedly hopeless about *The Sum of All Fears* but there's nothing really great, either. The visuals are bland, the sound effects merely adequate and the character movement is often jerky and slow. For those who simply love watching Yanks blasting terrorists this might be okay, but for the rest there's *TimeSplitters 2*. □ **Anthony O'Connor**

SUM OF ALL FEARS

Why we'd buy it:

- Killing terrorists is en vogue.
- An edge of reality added to the FPS.
- An abiding love of Tom Clancy.

Why we'd leave it:

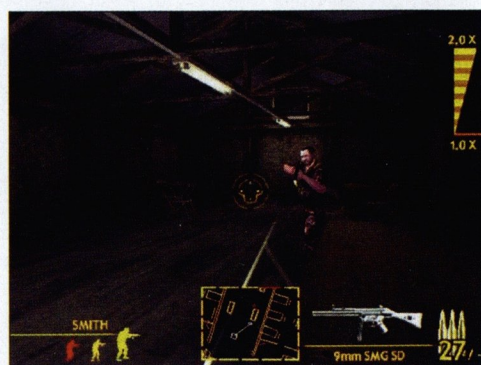
- It's short and not very hard.
- The AI is mentally challenged.
- It's been done before and better.

Graphics	Functional character models. Bland backgrounds.	06
Sound	Effective, if a little spartan.	06
Gameplay	Sluggish and uninspiring.	05
Life span	Eleven paltry levels don't last long.	04

A promising concept is let down by a fundamentally flawed AI and an overall lack of polish and replayability.

05

OFFICIAL VERDICT



THINK FAST.
ACT FAST.
OR DIE.. FAST.

RLH

RUN LIKE HELL

HUNT OR BE HUNTED

Your pulse pounds in your temples. Your crewmembers lie dead or dying around you. All you know for sure about the alien invaders is that you're next on their hit list. Time is running out. So is your life.



Fight an alien takeover as an exiled military hero in an intense sci-fi, action-horror adventure.



Struggle to outthink, outrun and outgun intelligent foes who learn from your behavior and adapt to it.



Get the feeling of living a movie—from the edge-of-your-seat tension to the voice talent of top actors.



PlayStation 2

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REVIEW

FORMULA ONE 2002



ON POLE It's F1 gone crazy as Takuma Sato lines up at the front.

LC
BRONZE
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA

TOLD YOU SO! Replay your best moments.

WHAM-BAM With the damage modelling on, the concrete walls can rip your fragile car apart.

GRAVEL TRAP F1's Simulator mode delivers fantastic racing.

PUBLISHER: SCEE
DEVELOPER: STUDIO LIVERPOOL
PRICE: \$99.95
PLAYERS: 1-4
OUT: NOW
WEB SITE: WWW.PLAYSTATION.COM
60HZ MODE: YES
WIDESCREEN: YES
SURROUND SOUND: YES
PERIPHERALS: STEERING WHEEL

FORMULA ONE 2002

Not just a predictable procession dominated by Schumacher.

Love or hate the sport, you'll certainly be impressed by SCEE's improved and updated Formula One simulator. Once again, Studio Liverpool's top-notch racer has been built around the body shell of an official FIA licence, allowing SCEE to release the most staggeringly comprehensive game yet. With a wide array of game options – Arcade, Time Attack, Simulation – *Formula One 2002* offers as much (or as little) of the real F1 experience as you desire. So at one extreme you can play a bumper-car one-off with forgiving handling. At the other, you can adjust your car's brake balance and camber in a precise, commendably serious season.

Owners of *Formula One 2001* will know that it wasn't without its fair share of gaming niggles. But a year of tinkering time has allowed Studio Liverpool to remodel its racer. As a result, *Formula One 2002* is a much better all-round title. On a basic level, this new edition reflects the changes in the 2002 season. The Toyota team makes its debut; the Prost team has dropped out. The new drivers (Takuma Sato, Alan McNish, Felipe Massa and Mark Webber) are featured, as are the major track changes to the Nurburgring, Spa and Hockenheim.

Like last year's racer, *Formula One 2002* boasts Arcade, Time Attack and Spectator modes. But the real challenge here is the Simulator. Again, race weekends enjoy maximum detail – TV-style intros, chit-chat from TV commentators Martin Brundle and James Allen, Friday and Saturday practice sessions, the tense qualifying hour and, finally, the race day (complete with morning warm-up). Out on the track, the 3D is more detailed with updated cars and tracks, motion-captured pit crews and champagne-splashed podium celebrations.

The variable weather conditions are more obvious and rain can often turn a qualifying session upside down. Split-times have been added so you can see how 'hot' your hot laps are becoming, while mechanical failures enliven GPs with even the shortest of race distances.

We've yet to see the 'ultimate' F1 game, but *Formula One 2002* is definitely moving in the right direction. It's not without its problems. The car movement often feels a little stiff and the controls are a touch feisty. Similarly, it would have been nice to see split-time information as you watch other cars qualify in the Camera mode and more emphasis on pit-stop strategising. No doubt FIA contractual and licensing reasons prohibit the one thing that F1 games are crying out for – a Career mode. This would really add a personal touch to the gameplay. But *Formula One 2002* is still a fine racer. Who knows what will happen next time around... ☐ Rowan McIntyre

FORMULA ONE 2002

Why we'd buy it:

- An exhaustive F1 simulation
- Up-to-date action
- Simulation and Arcade modes that will suit all players

Why we'd leave it:

- Only slightly better than EA's rival, *F1 2002*
- The official licence restricts imaginative game design

Graphics

Variable weather, motion-captured pit crews

08

Sound

Commentary from ITV's Allen and Brundle

07

Gameplay

Designed for both beginners and veterans alike

08

Life span

Will last a whole season – that's 17 race weekends

07

A great game for F1 fans and serious race game lovers. The best of its kind on PlayStation 2.

08

OFFICIAL VERDICT

HOW TO... BEAT MICHAEL SCHUMACHER
Yes, it's possible. *Formula One 2002* may have nuts-and-bolts realism, but the racing is a far cry from a dull, predictable procession.



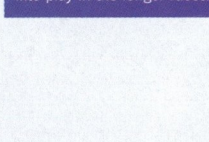
PRACTICE Each race weekend consists of four practice runs, a qualifying session, a warm-up session and the race. Use the time wisely to tweak car settings and improve performance.



QUALIFYING You've got an hour to put in that pole-nabbing hot lap. Added split-time information lets you see whether you're going to be a Juan Pablo Montoya-type contender or a Mark Webber-esque backmarker.



RACE With adjustable race distances, you can easily experience an F1 quick-fix or extended, mesmerising GP racing. Fuel stops only come into play in the longer races.



IT'S THE PIT As well as talking your ear off while you race, they'll fix your car, too.



TAKE THE TUBE
To enter the barrel of a wave, hit \downarrow on the D-pad and hang on.

BRONZE BE RIDE
PlayStation 2
345

BRASS MONKEYS Dive in, the water's... freezing actually.

PURPLE HAZE Beats sitting on a rainy beach in Newquay.

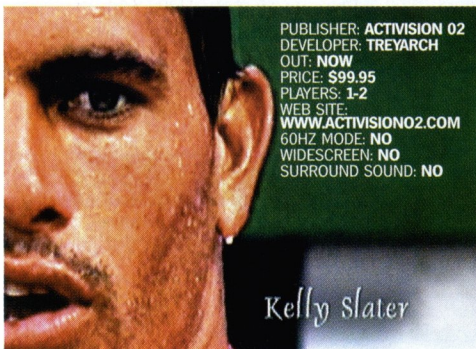
BEACH BUM The surfers are all beautifully animated.

KELLY'S HEROES The game features nine real pro surfers, including Slater.

TRAIN IN VAIN Learn the basics in the indoor wave pool. Mind that child!

KELLY SLATER'S PRO SURFER

Get wet with Kelly?
Now there's an offer.



PUBLISHER: ACTIVISION O2
DEVELOPER: TREYARCH
OUT: NOW
PRICE: \$99.95
PLAYERS: 1-2
WEB SITE: WWW.ACTIVISIONO2.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

Kelly Slater

LADYBOY Kelly's a girl's name? No way, dude!

BACK STORY

As the latest name to join Activision's O2 roster, Kelly Slater joins the likes of Mat Hoffman, Shaun Palmer and, of course, Tony Hawk.

Depending on your perspective, surfers are either free spirits whose Zen attitude enables them to harness nature's raw power, or long-haired show-offs whose sole purpose in life is to make you feel bad about being stuck in a sweltering office all summer. We may be a tad too busy here at *OPS2* to duck down to Bondi Beach to hit the waves, but it's hard to turn down the chance to travel the world riding the type of massive rollers last seen in *Hawaii Five-O*.

Kelly Slater's *Pro Surfer* features 14 such stretches of ocean, with two beaches initially unlocked and an indoor wave pool where the introductory tutorial takes place. Locations range from sun-kissed tropical shores to the freezing conditions of Antarctica, where the translucent water shifts from azure blue to slate grey accordingly. To open up each new area you have to complete a specific challenge, from placing highly in a competition or learning a new special trick to performing a pre-set sequence of moves indicated by scrolling, Bemani-style icons. You can also acquire new boards and increase your rider's abilities by achieving secondary objectives.

At your disposal are four different types of trick: Barrel, Face, Aerial and Exit. Each set includes a number of specials, but to access them you need to fill the trick meter first. Strangely, the best way to do this is with simple tricks on the surface of the wave rather than flamboyant airborne twirls. Aerial tricks will only boost your meter if you land them 'perfect' (descending at the equivalent angle to take off, geometry fans) and if you come down 'sloppy' it wipes out the points bar. Keeping it maxed is essential because you can only link different types of trick together while the bar is flashing.

So far, so extreme. But it's hard to shake the feeling that what you're essentially doing is riding a big, wet, moving ramp. *Pro Surfer* was supposed to capture the laid-back spirit of surfing, but the relentless combo-based gameplay feels anything but chilled out. And it's no good asking players to collide with specific objects when the camera makes it so difficult to look around. The lesson here is that you simply can't expect to cram every extreme sport into the same design structure.

The game's fundamental problem is that of any surfing game: it lacks the go-anywhere, do-anything appeal of *Hawk* or *Hoffman*. But it is more intuitive than *TransWorld Surf* and there are genuinely exhilarating moments, like the first time you power out of a tube just before several tons of seawater crash down. Ultimately though, the lack of diversity leaves *Pro Surfer* in the shallower end of Activision's O2 range. **Tim Clark**

KELLY SLATER'S PRO SURFER

Why we'd buy it:

- It's the best surfing game on the market
- Polished production values
- Fun to pick up and play in short bursts

Why we'd leave it:

- Doesn't feel very Zen
- Predictable extreme sports structure
- No Beach Boys on the soundtrack

Graphics	Decent animation and Old Spice-style waves	07
Sound	Chilled out tunes and smart underwater effects	08
Gameplay	Fun at first but soon gets repetitive	06
Life span	Lots of beaches including Australia's own Kirral	08

Kelly Slater's *Pro Surfer* looks great and initially entertains, but ultimately proves to be a shallow thrill.

08

OFFICIAL VERDICT

HOW TO...

LAND A MASSIVE COMBO

"See? It breaks both ways." Master the waves with our handy 'how to' guide.



1 Luckily, you never have to wait more than a few seconds for a wave. Standing up is a simple matter of hitting \odot , but you earn extra points for getting the timing perfect.

2 Build your special bar by performing quick double-tap moves on the face of the wave. Get it right and your surfer should look a bit like an aquatic spinning top.

3 Once the bar is flashing you can launch into some big air moves. To rack up the big points try tricking near the break of the wave and throw in a few specials to boost your score.

4 If you're about to wipeout, try a bail out trick. Just hit \odot twice to initiate an exit manoeuvre and the surfer will (hopefully) dive to safety without your high score disappearing.

REVIEW

ROCKY

■ **BOXING CLEVER** The facial damage is effective, if not always very attractive.

BRONZE
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA

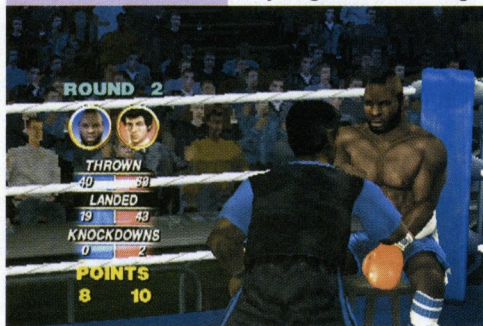
PUBLISHER: RAGE
DEVELOPER: RAGE
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOW
WEBSITE: WWW.ROCKYTHEGAME.COM
60HZ MODE: YES
WIDESCREEN: YES
SURROUND SOUND: YES

■ BACK STORY

Rocky has been developed by Rage's Newcastle studio, whose previous game was space shooter Expendable on PC and Dreamcast. No wonder it's been a few years since then – Stallone himself had to give the green light to every game likeness before Rocky could be finished.

THIS IS, WITHOUT A DOUBT, ONE OF THE MOST FAITHFUL MOVIE-TO-GAME ADAPTATIONS TO DATE ON PLAYSTATION 2

■ **PEP TALK** If the fight goes well your trainer's nice, if not you'll get a verbal battering.



ROCKY

Eat lightnin' and crap thunder as the Italian Stallion.

Traditionally, boxing games aren't the stuff of legend – *Ready 2 Rumble* and *Knockout Kings* were plucky challengers, but were both incapable of taking the undisputed champion's title. Now a new heavyweight challenger is entering the ring, and if anyone can bring some style to PS2 pugilism, it'll be Rocky. The series is the world's biggest, if not always best, set of boxing films. What made them great was a tried-and-trusted challenge-train-fight formula, some cool 'bad guys' – and who can forget that stirring theme music?

This is one of the most faithful movie-to-game adaptations to date on PS2. It also works independently as a quality boxing sim, with a main Movie mode where

Rocky fights opponents in the order of the films, as well as Exhibition (single) fights and Sparring (practice) modes. Training is part of the Movie mode, with tasks like sit-ups and bag work. Improving timing increases Rocky's stats, but you can Auto Train if you'd rather get straight to the action. There's a variety of fighters, and although some may seem obscure, they're all from the films. Defeat them in Movie mode and they'll be unlocked to play or spar against in the other modes. Triumph over all and you'll even get to play as the bronze Rocky statue!

In the ring, your fighter is controlled using the left analogue stick and combinations of X, O, and A. You can bob and weave using the left stick, and it's surprising how soon you'll put together combos and make stars appear above your opponent's head – while he's woozy, tap A to unleash a super punch. Each fighter has a different super punch to match their style, for example, Clubber

Lang's is particularly brutal. Taunting – in Rocky's case, with authentic soundbites – boosts your health meter.

One of the best aspects of the game is the attention to detail lavished on the characters. Rocky appears in all film guises, from porky puncher to pumped-up pugilist, and his opponents are also lovingly recreated (see *And In The Red Corner...*). Blood, sweat and mat staining all come into play and facial damage is also evident – it's so satisfying to see Rocky getting visibly battered, while trainer Mickey shouts words of advice.

Rocky is set at just the right level for gamers and film fans alike, and there's plenty of fun to be had fighting your way through the plot, although the game's good looks come at the expense of fairly long load times, which may nag some players. But even if you're not a boxing fan, or are too young to remember the films, Rocky has something to offer. If your collection lacks a boxing game, this is PS2's real contender. □ Mark Wyatt

ROCKY

Why we'd buy it:

- Great boxing action
- Fantastically faithful to the films
- Incredible graphics, effects and movie atmosphere

Why we'd leave it:

- Doesn't really push the limits of the genre
- Rocky who?

Graphics	Blood, sweat and stoved-in faces. Superb	09
Sound	Loads of movie samples and crowd noise	09
Gameplay	Solid boxing action, but not too innovative	07
Life span	It's a shame only Rocky is playable in Movie mode	07

If boxing's your thing, you really shouldn't be without this. And it's actually a really accurate and entertaining film adaptation.

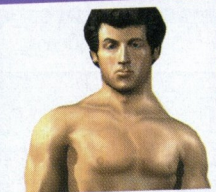
08

OFFICIAL VERDICT

ROLL CALL

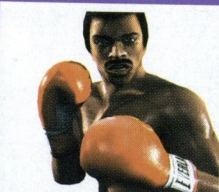
AND IN THE RED CORNER...

If the boxing action doesn't get you sweating, the attention to detail surely will.



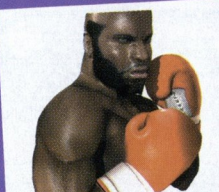
ROCKY

With four incarnations of Stallone through the ages, we're spoilt for choice here.



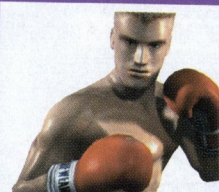
APOLLO

The Master Of Disaster, The King Of Sting. Nice 'tache, Apollo.



CLUBBER

An angry, angry man with a lot of gold and attitude to spare. His prediction for the fight? "Pailnnn!"



IVAN

He must break you, but with that flat top you'd be forgiven for laughing in his big Russian face.



TOMMY

The last and least of Rocky's big fights, the bad boy brawler deserves a jolly good beating.



The BEST GIFTS come in BOXES this Christmas



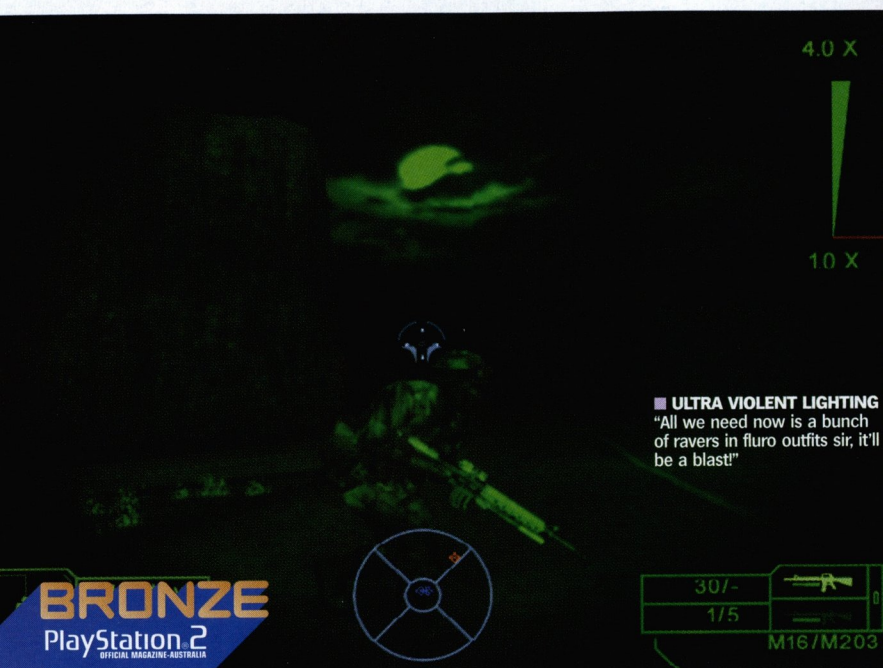
YOURS TO OWN FROM 27 NOVEMBER 2002

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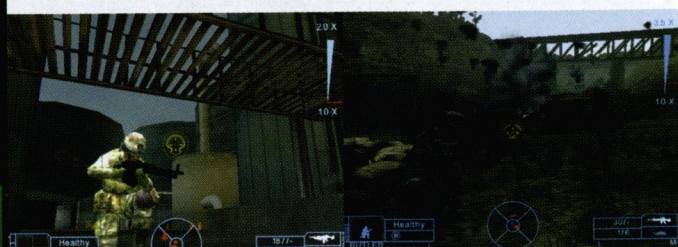


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www.foxmovies.com.au



■ **EVER VIGILANT** "Sir, I've got that tumbleweed to your left in my sights, just say the word."



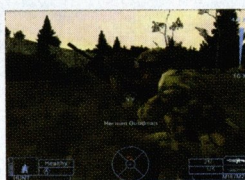
■ **ULTRA VIOLENT LIGHTING**
"All we need now is a bunch of ravers in fluoro outfits sir, it'll be a blast!"

BRONZE
PlayStation 2
OFFICIAL MAGAZINE AUSTRALIA

GHOST RECON

You can almost hear George Bush III hollering "Yeewhaw" as he signs off an another military operation in this tactical special ops shooter.

PUBLISHER: UBI SOFT
DEVELOPER: RED STORM ENTERTAINMENT
PLAYERS: 1-2 PLAYERS
PRICE: \$99.95
OUT: NOW
WEBSITE: WWW.UBI.COM
50/60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND SUPPORT: NO
PERIPHERALS: NO



■ **SQUAD-BASED SHOOTER**

BACK STORY

This is the third Tom Clancy-based game to be ported from the PC (the first two being Rainbow Six and Rogue Spear) but the first to appear on the PS2. The wait means that the PS2 version also includes the Desert Siege expansion, set in Ethiopia, with eight more missions. Bonus!



Alarmed by news that radicals have captured Moscow in the hope of reuniting former states under a new USSR, the USA is not happy. So, Uncle Sam sends in the best. That would be the Ghosts, an elite Special Forces unit used only in the most volatile political hotspots.

Ghost Recon is a squad-based shooter where the emphasis is on stealth and tactical planning rather than gung-ho, trigger happy action. Players control two small three-man teams comprising of a mix of infantry, demolitions, heavy weapons, and sniper personnel. Each mission begins with an informative briefing, after which squad selection and weapon load out follows.

Mission objectives range from neutralising enemy encampments, capturing enemy VIPs, demolishing specific targets, and rescuing POWs. Completing bonus objectives unlocks specialist team members. Players can also assign skill points to current team members at the end of each mission, an essential feature considering the tough AI and the progressive difficulty level.

To assist players, a location sensor is located at the bottom of the main screen to indicate the position of hostiles and the direction of enemy fire. Purists will be miffed to note that the targeting reticle uses an aim-assist feature, most noticeably in sniper mode, which cannot be toggled. Actually, this feature is probably more help than hindrance considering that the general control system is too imprecise for a shooter. Wildly off-target shots are commonplace.

The majority of the action takes place mostly in huge outdoor environments, during both day and night, although occasionally things move indoors. The missions are set in a nice variety of locales but considering that the game's graphics are only just above average, they don't really do them justice.

Ghost Recon doesn't quite deliver the realistic, immersive combat experience that the hardcore FPS and militant gamers have been waiting for. This is due to a few too many arcade elements, such as an overly forgiving damage model and unrealistic weapon zoom levels. This results in unnecessarily frequent and unwelcome guns-blazing firefights. Having a mix of stealth and action is nice, but this is unbalanced.

Rushing an enemy position and emptying an entire magazine into a group of hapless tangles is fun, yes, but there are so many other FPS games which cater for Rambo wannabes. Spending fifteen minutes crawling through light foliage to avoid enemy scouts and then setting up for a precision sniper shot is just as satisfying and more nerve-racking. Even though there's plenty of fun to be had here, to truly be a thinking gamer's shooter, *Ghost Recon* should have stuck solely to clandestine warfare. □ **Derek Lee**

GHOST RECON

Why we'd buy it:

- Challenging and nicely structured gameplay
- Good mix of stealth and action
- Semi-realistic feel

Why we'd leave it:

- Difficult to issue precise orders
- Unsuitable for impatient, action-oriented players
- Didn't port so well from the PC version

Graphics	Overall average but excellent soldier models	07
Sound	Minimal SFX and overdone music score	06
Gameplay	Too arcade-like with clumsy controls	07
Life span	All original missions plus bonus campaign	08

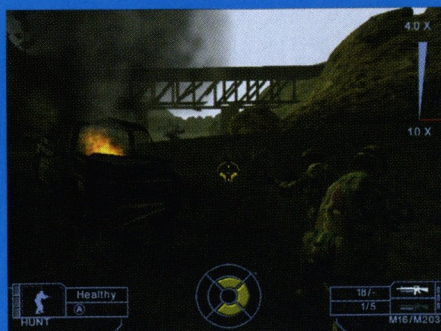
A decent enough port, let down by typical console limitations. Should still appeal to tactical-minded FPS players.

07

OFFICIAL VERDICT

CAN'T YOU FOLLOW ORDERS, SOLDIER?

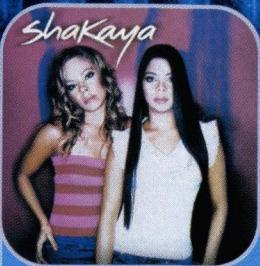
Players are given the ability to switch control of team members as well as issue orders to teams as a whole. Using a waypoint system, teams can be ordered to set up a formidable kill zone or lay down suppressing fire if you just need to get the heck out of a situation in a hurry. Unfortunately, actually issuing orders via a clumsy-looking map is overly fiddly, nothing like the intuitive mouse-based control system found on the PC version. The better bet would be to team up with a mate in two-player mode to make sure orders are followed precisely.





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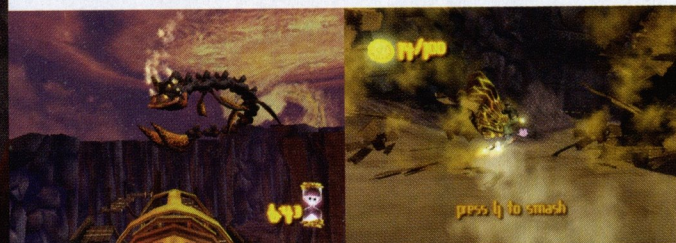


BRONZE
PlayStation 2
OFFICIAL MAGAZINE-AUSTRALIA

JET SET
"Buzz Lightyear ain't got nothin' on me!"



DEFINITELY DISNEY Every location in *Treasure Planet* boasts that trademark Disney style



NOT SO JUMPY There's plenty of things on hand to do besides generic platform hopping

TREASURE PLANET

"Fifteen aliens on the dead man's space locker. Yo-ho-ho, and a bottle of rum!" Doesn't sound quite the same does it?

PUBLISHER: SONY
DEVELOPER: BIZARRE CREATIONS
PLAYERS: 1 PLAYER
PRICE: \$99.95
RELEASE DATE: NOW
WEBSITE: WWW.BIZARRECREATIONS.COM
50/60HZ SWITCHING: YES
WIDESCREEN: YES
SURROUND SOUND SUPPORT: YES
PERIPHERALS: NO



Robert Louis Stevenson, the famous Scottish author and poet, must be turning in his grave. Having seemingly exhausted the movie ideas barrel dry, Disney has turned to classical

literature for inspiration. The result is a 2002 movie and game spin-off reworking of the popular, well-known novel, *Treasure Island*, first published in 1883. Quite a gap in time. Fans of the timeless tale, will be glad to know that Disney's version doesn't descend to the ridiculous and tragic depths of the 1997 movie, *Muppet Treasure Island*.

Disney's version is set in space which means that in place of cutlass-wielding pirates there are laser-toting cyborgs and aliens. Spanish galleons still sail, but through meteor showers rather than across the Seven Seas. The game follows the excellent storyline to a degree but tends to take the treasure hunt theme and run with it. So, instead of a rollicking adventure game, *Treasure Planet* is more a typical collect-a-thon 3D platformer.

In order to journey from planet to planet, players will have to collect energy orbs to unlock new destinations. This is achieved through a number of typical mini-tasks mostly revolving around collecting set treasure totals or difficult to reach items.

The platform elements of *Treasure Planet* are reminiscent of the excellent *Jak & Daxter*, though perhaps not quite in the same league. Like that game, no 3D platformer these days is complete unless there's a wacky sidekick character included. Enter Morphy, best described as a flying, pink, gelatinous blob who supplants the typical parrot-perched-on-the-shoulder role. Morphy is able to transform into a variety of tools and weapons which Jim can use in his ongoing quest.

Players can also pick up weapons and temporary

cybernetic enhancements to complete tasks and solve some of the game's puzzles. Gaming veterans will probably find these a bit too easy to complete and solve, but the game has the movie's younger target audience in mind.

Being based on a Disney movie, the environments are typically spectacular, with plenty of detail and action going on. Levels are filled with unusual characters and enemies. The graphics are clean, bright and colourful, and the animation is brilliant throughout. An excellent musical score and voice samples from the movie's actors rounds off the cinematic experience.

While making the most of artistic licence, *Treasure Planet* still also manages to do some justice to Mr Stevenson's masterpiece. *OPS2* suspect that if he were around today he might even be tempted to pick up a controller. As for Kermit and Miss Piggy, they can jolly well walk the plank. **Derek Lee**

TREASURE PLANET

Why we'd buy it:

- Excellent fun for younger players
- Nice combo of platform and racing elements
- To re-live the movie experience

Why we'd leave it:

- Little challenge for older gamers
- Refusal to succumb to money-spinning tie-ins

Graphics	Personality-filled worlds in true Disney style	09
Sound	Excellent tunes and movie-quality voice acting	08
Gameplay	Successful mix of styles but a bit simplistic	07
Life span	15 levels over 4 worlds is too brief	07

The perfect dose of interplanetary swashbuckling hijinks for younger gamers and fans of the movie.

08

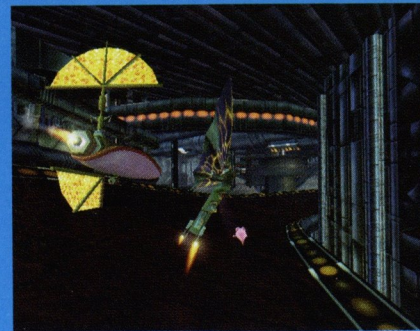
OFFICIAL VERDICT

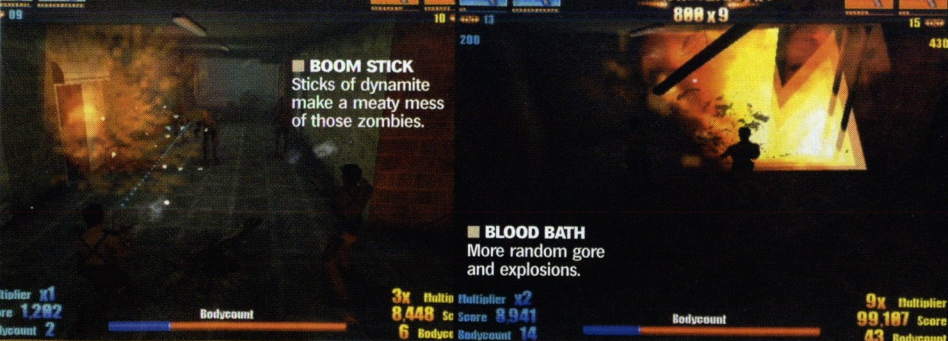
BACK STORY

This is Disney's second movie-game tie in for 2002. The first was *Lilo & Stitch*, another 3D platformer featuring a "normal" main character and weirdo sidekick. *Stitch* was one of the best creations from Disney's stables in years, but anyone else get the feeling the imagination factory over there is a bit understaffed?

SURF'S UP, CABIN BOY!

Although *Treasure Planet* is an above average platformer players will also thankfully get to take control of Jim as he rides his solar surfer. This is a sort of jet-powered board, a mix between a surfboard and windsurfer. Whilst collecting objects is still the name of the game, there are also some extremely fun racing elements included which breaks up the gameplay nicely. No game is immune to the extreme sports phenomenon, though, meaning players can also pull off an assortment of airs and tricks. The breakneck speed and risk of smashing the surfer to pieces whilst negotiating obstacle-filled courses is pure mayhem.





BOOM STICK
Sticks of dynamite make a meaty mess of those zombies.

BLOOD BATH
More random gore and explosions.

KICK OFF Creatures that stray close enough can be booted into small pieces.

PUBLISHER: RAGE
DEVELOPER: RAGE
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOW
WEB SITE: WWW.RAGE.CO.UK
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO



DUAL SHOCK Aiming two guns is no fun at all.

TWIN CALIBER

Two players, four guns, no fun.



It isn't often we see a game that's so shoddily put together it's almost painful to play, but *Twin Caliber* is one of the poorest titles to hit PlayStation 2 in a very long time.

It's based around a simple mechanic that sounds like a reasonable idea for a bonus feature in a standard quality game: the ability to independently target more than one enemy using a gun in each hand. However, that's all there is to the gameplay of *Twin Caliber*. You're required to wildly spin both analogue sticks to make your character point his guns at an endless swarm of zombies, while targeting is made somewhat easier by way of helpful blue and green bullet tracers which you must aim at the enemies before they get too close.

Hammer away at the shoulder buttons to send out rounds of bullets and the zombies explode into shapeless grey blobs that are meant to look like chunks of flesh, while blood fills the screen in a way that suggests there's somebody hidden just off camera, chucking buckets of red water. Actually hitting anything is mostly down to luck, thanks to the difficulty involved in moving both targeting

lines with any degree of accuracy. The characters wave their arms around like over-worked Italian traffic cops, contorting into improbable, ridiculous shapes while stuck fast to their rails. It's completely random and soulless.

The developers must have realised how terrible the central premise was, as there's an option to lock both arms together and forget all about the 'twin shooting' anyway. Essentially, *Twin Caliber* is a primitive, malfunctioning lightgun game, without a lightgun – a joyless experience best avoided. ☐ Martin Kitts

TWIN CALIBER

Why we'd buy it:
- It's utterly relentless

Why we'd leave it:
- It's relentlessly crap

Graphics 04
Sound 04
Gameplay 03
Life span 02

A semi-interesting idea for a shooter, utterly cocked-up in execution.

03

OFFICIAL VERDICT



NIGHT VISION The camera flips violently between viewing angles.



DINO STALKER

A WWII pilot gets futuristic weapons and fights dinosaurs.



The plot of Capcom's *Dino Stalker* is an odd one. It concerns some kind of disruption in the time line of Earth's distant future that effects the ancient past and causes a WWII fighter pilot to get kitted up with high tech weaponry and shoot dinosaurs... er... or something. Then again this is a gun game and as such the plots of these things tend to be an after thought.

Gun games, that is games using the *G-CON* etc., are a funny old business. Most people either love them or hate them. If you fall into the latter camp perhaps looking elsewhere is the best option. If however you have a soft spot for the digit taxing joys of endless blasting *Dino Stalker* may have a few enjoyable tricks up its scaly sleeve.

On the surface *Stalker* is a pretty standard gun game: You shoot dinosaurs until they stop moving, you pick up weapons and powerups, you try not to die. This predictable format is alleviated somewhat by the free roaming manner of the gameplay. Your character can explore his environment, finding hidden bonuses and extra monsters along the way.

Of course a rapidly ticking "Countdown to destruction" time limit prevents too much leisurely exploration. Pity, this would have been a bold new feature for the genre otherwise.

Also the arsenal at your disposal consisting of anything ranging from shotguns to crossbows to lightning guns is impressive indeed and helps add variety.

At the end of the day, however, this is just a generic gun game with a few extra knobs. Fun for a weekend but will soon be sitting on the shelf gathering dust. ☐ Anthony O'Connor

DINO STALKER

Why we'd buy it:
- The bizarre plot.
- It's fun... for a while.

Why we'd leave it:
- Doesn't do enough to separate it from past gun games

Graphics 06
Sound 05
Gameplay 07
Life span 04

For the ardent gun fan or bizarre dinosaur story enthusiast only. The rest will tire of this very quickly.

04

OFFICIAL VERDICT

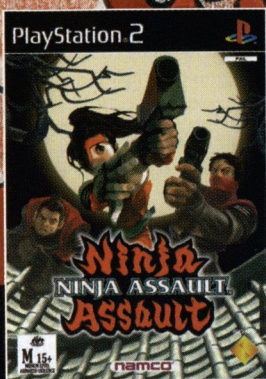
PUBLISHER: THQ
DEVELOPER: CAPCOM
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEB SITE: WWW.CAPCOM.COM
60HZ MODE: YES
WIDESCREEN: NO
SURROUND SOUND: YES
PERIPHERALS: G-CON 2
COMPATIBLE



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A ninja requires the patience of the heron.
The strength of the bear.
The guile of the fox.

And the trigger finger of
the rampaging psychopath.



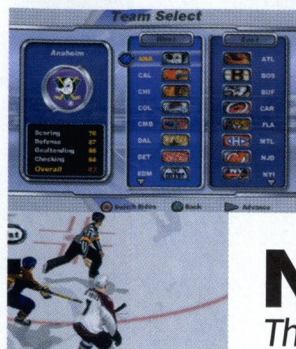
namco
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THE ANTICIPATION PLACE THE **A**DRENALIN PLACE THE **E**XHILARATION PLACE THE THIRD PLACE

PlayStation 2

REVIEW

NHL 2003/MADDEN 2003



PUBLISHER: EA SPORTS
DEVELOPER: EA CANADA
PRICE: \$99.95
PLAYERS: 1-4
OUT: NOW
WEBSITE: WWW.EA.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: YES
PERIPHERALS: MULTITAP

NHL 2003

The hockey franchise hits back with the right end of the stick.



Another year, another NHL game from EA. Yet, to be fair, the firm can't be accused of resting on its laurels, as its ice hockey sim has improved with every outing so far. *NHL 2002* was superb, and this latest instalment builds on its strengths, while attending to some of its weaknesses and adding some new touches, too.

NHL 2003 introduces the new Game Breaker meter, which you fill by slapping in goals and bamboozling your opponents with flashy tricks on the ice. Once the meter is full, you can use it to achieve a *Max Payne*-style slow-mo advantage in one-on-one situations – although sadly, there are no bullets zipping through the air to confuse matters. It's a neat inclusion, and since you have to work to build up the meter, it doesn't spoil the realism of the gameplay.

Elsewhere, the game's sound effects have been boosted to noticeable effect, and you'll want to hook your PS2 up to your sound system to make the most of these improvements. The AI feels like it's been tweaked too – your team-mates are now more willing to run into space

rather than simply hanging around on the halfway line like a wake of lazy vultures.

As ever, the question is whether or not owners of its predecessor should shell out for *NHL 2003*. Well, it's certainly been refined over the past 12 months, and old timers will relish the chance to sit down and digest the changes over a franchise season. However, unless you're a true ice hockey nut, the improvements may seem negligible. If you've resisted the rink so far, this probably won't do enough to convert you. **Stuart Dredge**

NHL 2003

Why we'd buy it:

- Action is as fast and furious as ever

Why we'd leave it:

- Not a cosmically huge step on from *NHL 2002*

Graphics

08

Sound

07

Gameplay

08

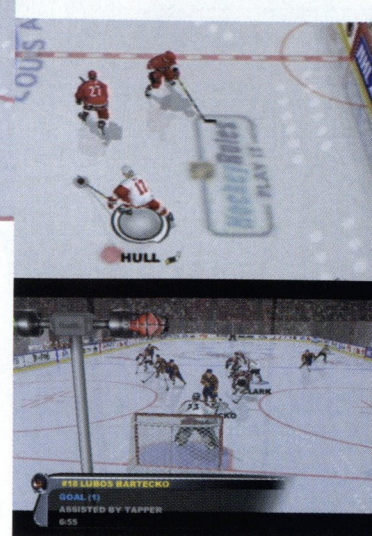
Life span

07

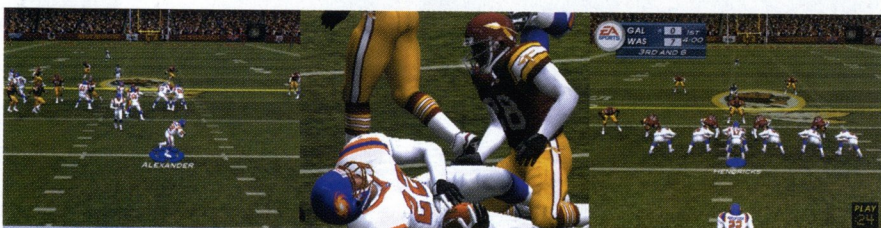
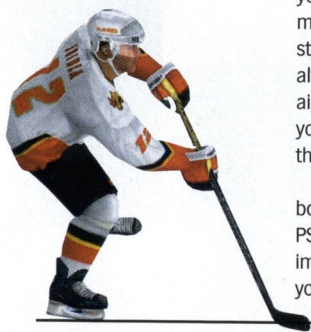
Keeping the excellent core of *NHL 2002*, with some well-placed tweaks and new features.

07

OFFICIAL VERDICT



WHAT THE PUCK? You really wouldn't want to be the goalie at times like these.



STRIP CLUB Naturally, every new team, player and uniform is featured.

MADDEN NFL 2003

Big John grabs the mic for his annual gridiron fix.



The number 13 is often associated with superstition and bad luck, but this new seam-bursting NFL package marks the 13th console appearance for John Madden's all-conquering series – and as previous global sales have signified, the man clearly has as much luck as he has girth.

This 2003 outing is quite a punt from his previous best because it is the first to incorporate online capabilities. No longer do lone Maddenites have to bribe their soccer-loving mates into giving them a game – now they can rope in willing opponents from the far reaches of the planet. At least that's the theory, if only Sony's Broadband Adaptor would materialise over here! Although the possibilities for *Madden NFL 2003* are expanded with this online compatibility (you can also download updated player rosters from the Net, possibly eradicating all need for future iterations) it has plenty going for it to at least make gamers content with waiting for the star attraction. Features like the Mini Camp mode – whereby you undertake a series of tasks designed to hone your skills in all positions – and the much improved

player animations, new teams and revised Franchise mode all add to the enjoyment. Novices are also well catered for with the new Football 101 mode in which Madden provides in-depth commentary for all plays, formations and anything else that's happening on-field.

The only downer is that you can no longer play just a simple season. Instead, you have to opt for the weightier Franchise and contend with all other aspects of the sport. American football may still lack a large Australian audience, but for true fans, this is as good as it gets. **Ryan Butt**

MADDEN NFL 2003

Why we'd buy it:

- Still the most in-depth and user-friendly gridiron sim around

Why we'd leave it:

- Because *Pro Evo 2* and *FIFA 2003* are taking up our time.

Graphics

08

Sound

07

Gameplay

07

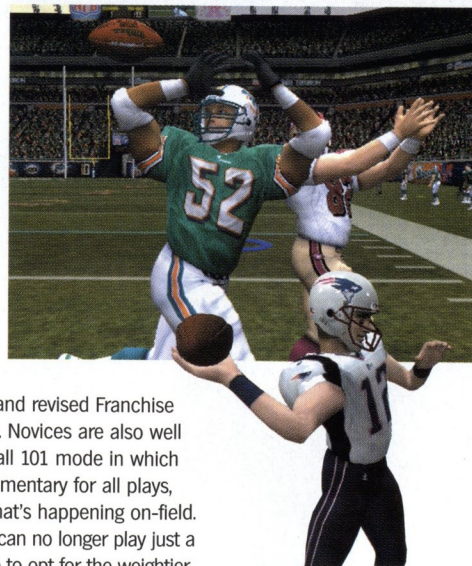
Life span

08

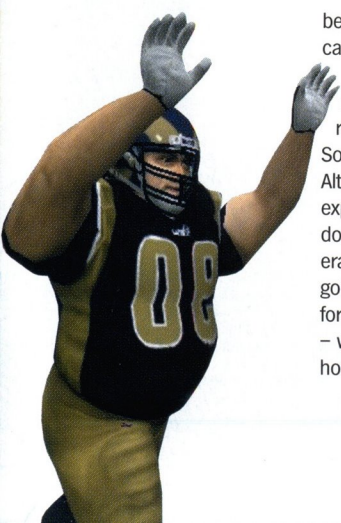
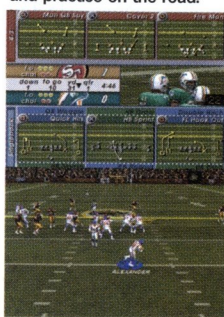
A polished, tweaked and greatly enhanced revision of the most authentic gridiron series around.

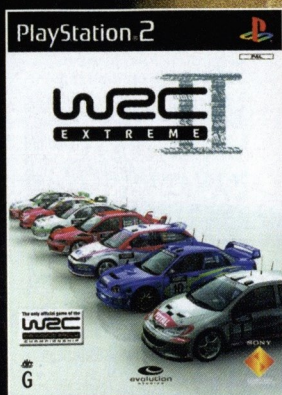
08

OFFICIAL VERDICT



IN TRAINING Learn the plays from John Madden and practise on the road.





Eat up the road. From the dusty dirt roads of Western Australia to the icy S-bends of Sweden, now you can get into rally mode without getting off the sofa. WRC II Extreme is the only official game of the FIA World Rally Championship, pitting you against the world's best rally drivers in over 100 gruelling WRC stages. And with more spins, scrapes and smashes, it's faster, dirtier and louder than ever. So hit the road – face first.



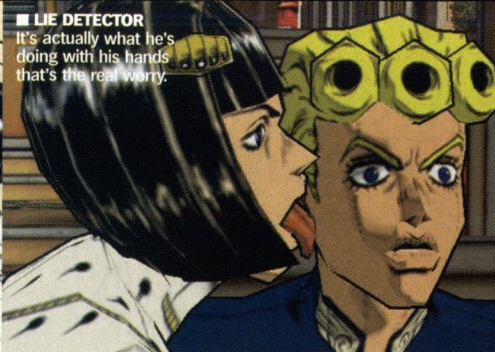
THE COURAGE PLACE THE EXTREME PLACE THE COMPETITIVE PLACE

PlayStation 2
THE THIRD PLACE



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www.wrc.com/playstation



FASHION VICTIMS
Someone tell these poor fools that the '80s are over!

PUBLISHER: **THQ**
DEVELOPER: **CAPCOM**
PLAYERS: **1-2 PLAYERS**
PRICE: **\$99.95**
OUT: **NOVEMBER**
WEBSITE: **WWW.CAPCOM.COM**
50/60HZ SWITCHING: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**
SUPPORT: **NO**
PERIPHERALS: **NO**



GIO GIO'S BIZARRE ADVENTURE

Boy, did they get the title of this game exactly spot on.



What the heck is this game all about? *OPS2* played it for three days straight and we still couldn't figure it out. At various stages, players will see one character lick the sweat off their character's face in order to determine whether he's lying, see another character chomp on a banana only for it to turn into a gun and blow his head off, and battle another character who uses a magic zipper to teleport from place to place. And that's all in the first 10 minutes!

Ignoring its confusing and convoluted storyline, *Gio Gio* is actually a 3D fighter at heart. Since every fighting game needs an angle, *Gio Gio*'s is the ability to use a "stand". This is a phantom alter ego which can be summoned to fight on a character's behalf. Sounds cool but it's really just a fancy name for a special attack.

Some of the stands, like the aforementioned zipper man's, are indeed imaginative and fun to watch. However since there are no moves to master apart from a single melee attack and dodge, gameplay only revolves around

two things: figuring out an opposing stand's weak point (usually fairly obvious) and exploiting it (again, not difficult). That said, the simple combat elements and controls make it more accessible than other fighting games.

Gio Gio deserves notice for its stylised graphics and creative special attacks. It's a shame that the overall gameplay is not equally impressive. Unfortunately, limited challenge and little replay value make it more a novelty title for gamers who aren't Japanese Manga fans. **Derek Lee**

TWIN CALIBER

Why we'd buy it:

- For something a bit different in the genre

Why we'd leave it:

- Overly simplistic combat
- Storyline has limited appeal

Graphics **08**

Sound **07**

Gameplay **05**

Life span **05**

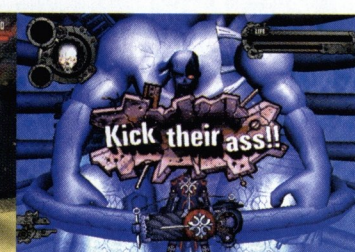
A refreshing 3D fighter that looks a lot better than it plays.

06

OFFICIAL VERDICT



STANDS A true out of body experience



GUNGRAVE

Justice comes from the barrel of two guns!



Gungrave is a strangely compelling Japanese import from Activision. The bare bones story concerns a character who is fatally betrayed by ubiquitous evil corporation "The Syndicate". He exchanges his immortal soul for two guns with limitless ammo and a coffin that shoots rockets, returns from the dead and reaps bloody revenge on those who did him wrong.

The game itself is a visually stunning, if slightly sluggish, third-person shooter. The term 'shooter' however, seems hopelessly inadequate here as *Gungrave* is an epic bullet ballet of carnage and destruction. Everything explodes; people, objects, walls, nothing is safe from your leaden wrath. The result is admittedly a little repetitive but has a weird charm about it that makes it instantly playable. It's hard to pin point just what it is that makes it such fun, perhaps the gleeful, wanton demolition that is rendered in such vivid colour. The whole game is a retina stroking feast and at times you'll feel like you've wandered into your very own Manga movie.

It's noisy, it's pretty and it's essentially pointless. Sounds

like a must-own right? Unfortunately it's also ridiculously short and easy. A lazy afternoon's entertainment at best here, folks. Which is a real pity because just when you feel yourself warming to these strange adventures they're all over. Sure there are some extras to be won but another six or so levels would have been better.

Gungrave manages to pack a lot of entertainment into such a small package but does not represent good value for money. Pray for a lengthier sequel. **Anthony O'Connor**

WAY OF THE SAMURAI

Why we'd buy it:

- Shooting things with a coffin is mucho fun.

Why we'd leave it:

- Quite repetitive and the controls are sluggish.

Graphics **08**

Sound **07**

Gameplay **05**

Life span **04**

Too short and shallow to be a worthy purchase. Pity the visuals aren't used in a deeper game.

06

OFFICIAL VERDICT

PUBLISHER: **ACTIVISION**
DEVELOPER: **RED COMPANY**
PRICE: **\$99.95**
PLAYERS: **1**
OUT: **NOW**
WEBSITE: **WWW.SEGA.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**
PERIPHERALS: **NO**



REVIEW

DYNASTY TACTICS/RIDING SPIRITS

BRONZE
PlayStation 2
OFFICIAL MAGAZINE- AUSTRALIA

PUBLISHER: THQ
DEVELOPER: KOEI
PRICE: \$99.95
PLAYERS: 1-2
OUT: 29 NOVEMBER
WEB SITE: WWW.THQ.CO.UK
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO



■ NASTY TACTICS Piling up the combos is the way to take out the opposition.

DYNASTY TACTICS

Introducing Dynasty Warriors' more thoughtful younger brother...

X If anybody tells you that this is Dynasty Warriors with a few more tactical options, don't believe them. True, *Dynasty Tactics* is set in the same mythical world of The Three Kingdoms and features the same heroes, but whereas the excellent *Dynasty Warriors 3* is more like a glorified beat-'em-up with one hero taking on armies of opposition, *Dynasty Tactics* is a turn-based wargame; an altogether, more sedate and cerebral affair.

If you've ever seen *Vandal Hearts* or *Final Fantasy Tactics* on the PSone, you'll know exactly what to expect here. *Dynasty Tactics* is a series of battles fought on a tactical grid that looks much like a table-top wargame board. Two sides face each other, with the pieces on the board each representing thousands of bowmen, cavalry, foot soldiers or specialised units – it's a bit like chess.

The pieces take it in turns to be moved, and when they get in range of enemy units they can attack them. Adding spice to the game, each unit's commander can call upon special tactics which you can build up into combos. Each step in the chain of combos multiplies the

ferocity of your troops' attacks. *Dynasty Tactics* is splendidly atmospheric, with great music and wonderful-looking FMV scenes, but it's a slow and thoughtful kind of game and won't appeal to everyone.

However, the combination of the tactical nous required to move your pieces around the board, and the intricate planning required to set up chains of combos to send enemy units spinning around the board like demented pieces in a sliding puzzle will keep strategy fans coming back for more. **□ Steve Faragher**

DYNASTY TACTICS

Why we'd buy it:

- For the deep, absorbing tactical gameplay

Why we'd leave it:

- Takes hours to play and there are no guns, cars or girls in it

Graphics

07

Sound

06

Gameplay

08

Life span

08

All-too-rare on PS2, this is a strategy title with real depth and charm to boot.

08

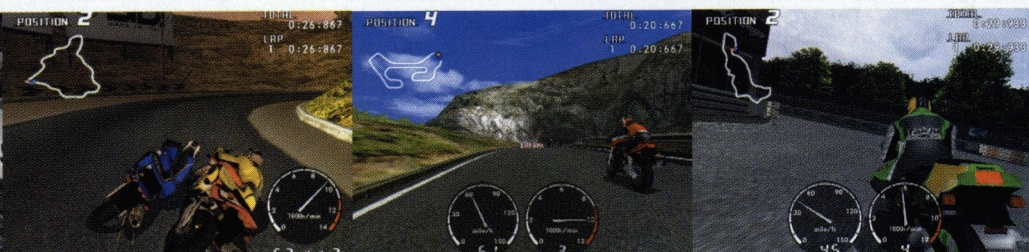
OFFICIAL VERDICT



■ YOU'RE THE MAN Gather your army, then get ready to smack some warrior bottom.



■ LOW RIDER Use the lean function to get as low as you can and minimise wind resistance.



■ STEADY EDDIE Overtake with care. Make any contact at all, and you'll come off worse – we guarantee it.

RIDING SPIRITS

No ghosts on horseback, just a two-wheeled GT3 wannabe.

X *Riding Spirits* wants to be *Gran Turismo* so much it's almost painful; from the menu setup and chirpy music, to the structure of the Career mode and the detailed customisation options. But while appreciating Polyphony's work is commendable, it's a lot to live up to.

Developer Spike makes a decent attempt. In addition to the Arcade and Two-player modes, the game's mainstay is the *Riding Spirits* mode. Beginning with a basic 250cc bike, you must drive hard to earn cash for upgrades and new rides. However, once your leather clad butt is firmly in the saddle, you'll notice that the steering is ridiculously heavy, while the ruthless AI of your opponents makes early races a struggle.

Once you've earned enough to start tinkering with your bike, performance is immediately improved. Bore the cylinders, stick on racing tyres, upgrade to carbon brakes – there are countless options. Progression opens up new classes of competition, covering whiny 250s right up to roaring superbikes, and offers weeks of play.

There are niggles though. Make contact with other racers and you'll always come off worse, even when it's their fault. Stray slightly off the track and you'll slow to a crawl. You can even be sent sprawling across the track by the rider behind when braking, only to be repeatedly run over as the pack speeds past. It sours an otherwise enjoyable title. If you can live with this, *Riding Spirits* is a challenge akin to *Moto GP 2*, and a welcome addition to PS2's packed garage of racers. **□ Adrian Lawton**

RIDING SPIRITS

Why we'd buy it:

- Tons of depth and offers great life span

Why we'd leave it:

- Tricky handling and annoying flaws frustrate

Graphics

07

Sound

06

Gameplay

07

Life span

08

A good attempt at offering a two-wheeled GT3 but may be too intimidating for some.

07

OFFICIAL VERDICT

PUBLISHER: BAM!
DEVELOPER: SPIKE
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOVEMBER
WEB SITE: WWW.BAM4FUN.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: NO



www.wheres-charlie.com

The
Getaway

WLTBWA KSP55402

REVIEW

TAZ WANTED/CRASHED



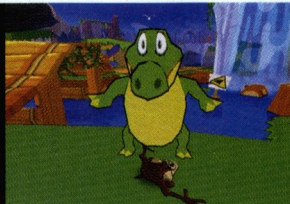
■ **SPUN OUT** Taz is wanted by the authorities, but not by us.

PUBLISHER: INFOGRADES
DEVELOPER: BLITZ GAMES
PRICE: \$69.95
PLAYERS: 1
OUT: NOW
WEB SITE: WWW.LOONEYTUNESGAMES.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: NO

■ **EYE EYE** See the world through the trippy eyes of Taz.



■ **CROCKED** Taz gets flattened by a badly drawn croc.



■ **NETTED** Wander too close to the zoo keepers and you'll get snared.

TAZ: WANTED

Dead or alive. We're not fussed either way.



Talk about in yer face. *Taz: Wanted* – Infogrames' latest 'we've got a licence and we aren't afraid to exploit it' Loony Toons offering – takes all the obvious elements that make for a good platform game, paints them up in psychedelic cartoon colours and proceeds to force feed them to you without so much as a cold bevy to wash them down. Needless to say, before too long you'll be choking up bile on this bland, platform pasty.

The game revolves around Taz, who has managed to escape the clutches of whisker-faced midget, Yosemite Sam, but must now rescue his girlie – the She-Devil – and destroy all the Taz: Wanted posters that have been plastered up all over town. Success depends upon your ability to harness Taz's skills, namely spinning, eating (absolutely anything) and throwing tantrums. He can also don disguises to evade the unwanted attention of the pursuing Taz Catchers and, of course, he can jump.

Graphically, the game is vibrant and adopts a hint of cel-shading to give it a trendy look. But the levels are claustrophobically rammed with scenery, hazards and

zillions of objects to eat, collect or smash; before too long you feel like you're gasping for breath.

There are some new ideas – like the disguises, which present you with a new moves list – but the controls feel sluggish and the delays that occur when you get set upon by a catcher or some other cartoon cameo – you must wait while a 'hilarious' animation sequence plays out – will soon have your foot hovering dangerously close to your console. This isn't a terrible game, but it certainly won't appear on any wanted lists. □ Ryan Butt

TAZ: WANTED

Why we'd buy it:

- For the youngsters, who are suckers for Taz's demented wit

Why we'd leave it:

- There's too much happening, and most of it's clichéd

Graphics

07

Sound

06

Gameplay

05

Life span

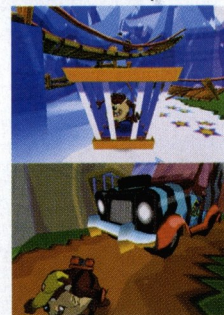
04

Beyond the vibrant look is a game that tries every trick in the book to appeal. It fails...

05

OFFICIAL VERDICT

■ **CAGED ANIMAL** Taz gets locked up, but he'll be out of his confines in a spin.



NHL HITZ 2003

Seconds out for this brutal ice hockey brawl.



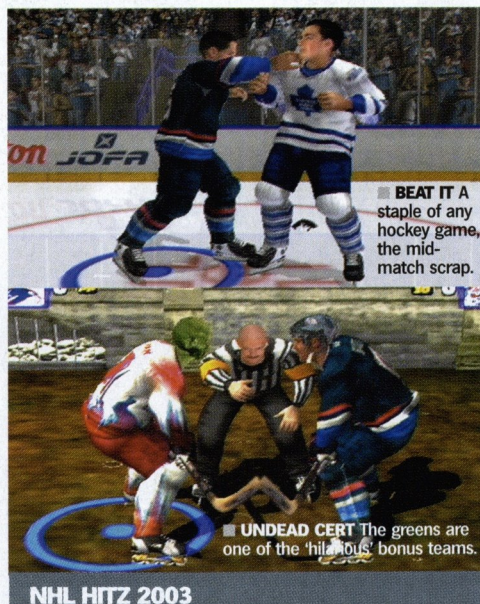
Ice hockey games are generally pretty decent affairs, providing warp-speed, smash and bash sporting fun that's easy to pick up and makes for cracking multiplayer encounters. While

EA's *NHL* series serves up a fully licensed, FIFA-on-ice representation of North America's favourite game, Midway's *Hitz* series takes itself far less seriously, focusing on simple gameplay married with brutality and aggression rather than skilful puckery. And why not?

Rather like Midway's recent frenzied football title *RedCard*, *NHL Hitz 2003* hides the rule book in the locker room and allows all hell to break out on the pitch. If someone spins their way past you and homes in on goal, just take his legs out. Or smack his helmet off. Or plough him straight into the barriers. Just don't try to tackle him fairly, whatever you do. Gamers who balk at their sports being corrupted may not like this kind of behaviour, but if you're after some unsportingly savage action, *Hitz* has it in spades.

It's not all *WWE* though, the game has a Season mode with various tournaments to play in plus all the proper teams from the NHL to choose from, as well as all the major international sides. *Hitz* is best enjoyed with friends and there's a raft of interesting mini-games to back up the main action, plus a heap of 'crazy' bonus bits to unlock.

Basically, this is *Hitz 2002* with all the usual sequel tweakery applied to create a bigger, faster, shinier and yes, more brutal experience. Buy it if you like your ice hockey on the wacky side. You might also like to buy this if you're a frustrated football hooligan. □ Nick Ellis



■ **BEAT IT A** staple of any hockey game, the mid-match scrap.

■ **UNDEAD CERT** The greens are one of the 'hilarious' bonus teams.

NHL HITZ 2003

Why we'd buy it:

- To beat seven shades out of your mates on a Friday night

Why we'd leave it:

- Undemanding gameplay and novelties that wear thin quickly

Graphics

07

Sound

06

Gameplay

07

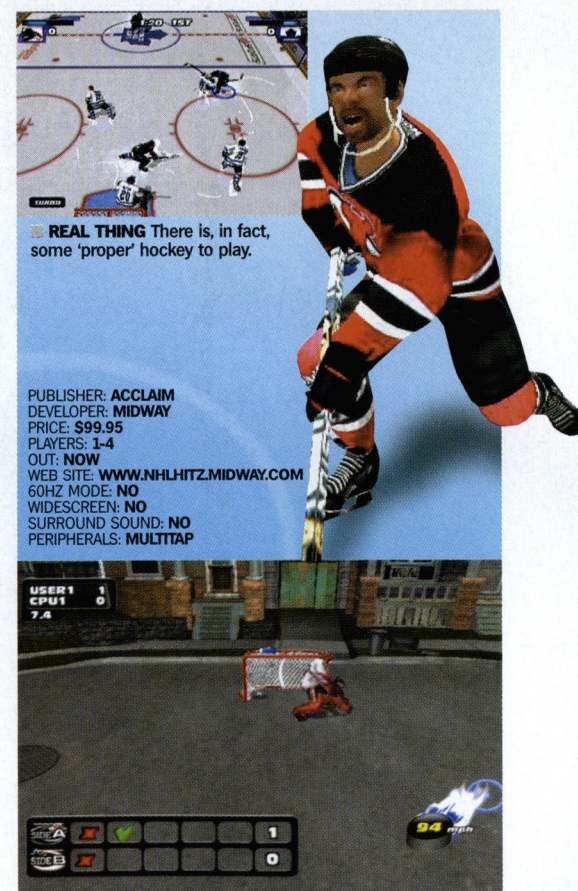
Life span

06

Fast, furious, all-out arcade fun, but still lacks the depth of its EA rival.

06

OFFICIAL VERDICT



■ **REAL THING** There is, in fact, some 'proper' hockey to play.

PUBLISHER: ACCLAIM
DEVELOPER: MIDWAY
PRICE: \$99.95
PLAYERS: 1-4
OUT: NOW
WEB SITE: WWW.NHLHITZ.MIDWAY.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
PERIPHERALS: MULTITAP

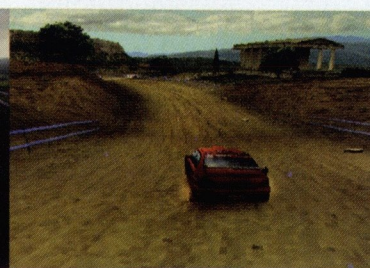
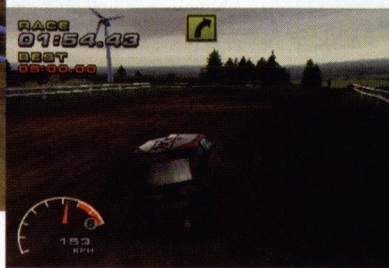


■ **STREET LIFE** Another of the mini-games pits you one-on-one with the 'keeper' in a penalty shoot-out affair.



REVIEW

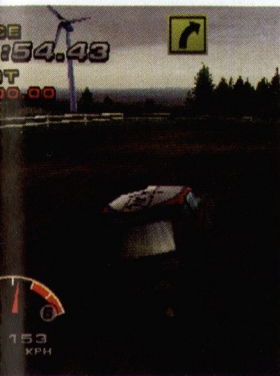
WRC ARCADE / DANCING STAGE PARTY EDITION



WRC ARCADE

More like WRC Average, this title muddies the name of its PS2 big brother.

PUBLISHER: SCEE
DEVELOPER: UDS
PRICE: \$49.95
PLAYERS: 1-2
OUT: NOW
WEB SITE: [HTTP://WWW.SCEE.COM/SOFTWARE](http://www.scee.com/software)
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO



Just when you thought you'd seen the last PSone rally title, out pops another one. *WRC Arcade* is a rally game stripped down to its bare essentials, offering casual players mud splashing driving action with no car tinkering in sight.

Featuring a humble number of cars and tracks *WRC Arcade* feels a little light, especially as it only offers a few modes. These include the arcade-styled Super Special mode complete with three sets of increasingly difficult tracks, a time attack mode, a two player race and a grid race option. Unfortunately some options have been removed that form a major part of the rally driving experience, and the game that has remained doesn't prove to be much good anyway.

First up, the game has no option for manual transmission. A rally game, be it arcadey or not cannot go without this option. Half the fun is being able to drop gears and swing around a hairpin, but unfortunately *WRCA* leaves all that action up to an overly sensitive handbrake that always seems to spin your car out.

It's not helped by an elementary game engine in

which all surfaces other than tarmac seem to behave like ice, your car constantly struggles for any realistic traction. The game caters for this though, and to make it playable there is no car damage. However, this just leads to vehicles bumping off the edges of tracks like dodgem cars from start to end. Finally, while the frame-rate and track detail are okay, there is a hefty amount of pop-up, spoiling the best element of the game from realising its potential. ☐ **James Ellis**

WRC ARCADE

Why we'd buy it:

- We're too dumb to use manual transmission

Why we'd leave it:

- Poor car physics and a lack of basic options

Graphics

07

Sound

07

Gameplay

05

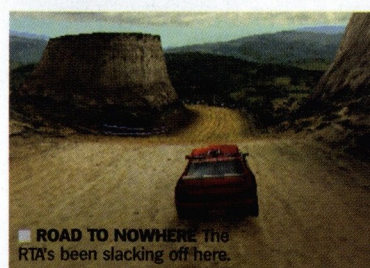
Life span

05

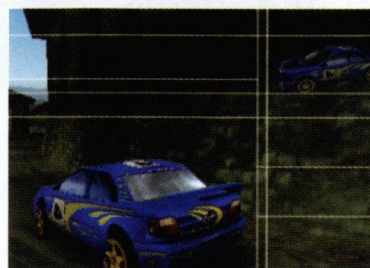
Not fun for casual fans, and no options for rally freaks. Arcade in this instance means elementary.

05

OFFICIAL VERDICT



ROAD TO NOWHERE The RTA's been slacking off here.



LEARNING TAP? Just in case you're a bit slow, *Dancing Stage* shows you how it's done.



LONELY? You'll stay single too if you use these games to learn how to dance.

DANCING STAGE PARTY EDITION

Not quite Saturday Night Fever, but this dancing game will get you moving.



PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: \$79.95
PLAYERS: 1-2
OUT: NOVEMBER 22
WEBSITE: [HTTP://WWW.KONAMI-EUROPE.COM/](http://www.konami-europe.com/)
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
PERIPHERALS: DANCE MAT

TINY DANCEFLOOR Built for one, but we reckon that getting a partner to share the floor will make the harder stages do-able.



If you've ever walked past an arcade and seen people marching around on the spot to a game cranking out J-pop or F-grade techno, then you probably know what *Dancing Stage* is all about. Created by Konami, *Dancing Stage* is designed primarily to be played with the Dance Mat peripheral to emulate the arcade experience.

Players step on or, if played with a control pad, press a predetermined set of directions in time with scrolling arrows on the game screen. The more accurately you match the marker on the screen with your own input, the larger your power bar becomes, if you're off with your timing then you lose some of your bar. It goes back and forth until either you lose your entire bar or you complete the level.

The PSone version emulates the arcade experience well, which isn't saying much as it's a simple concept. You start the game and gain access to a variety of modes ranging from arcade to an edit mode, where you can design your own dance patterns, as well as a mode that calculates how many calories players lose after each level.

Unfortunately the game is a dull experience when played for extended periods of time, the monotony of its concept kicking in around the ten minute mark. The difficulty of each level is either overly easy or ridiculously hard as well, and there doesn't seem to be any motivation for players to hone their skill levels to the Zen like heights needed to pass the tougher challenges. Only fans suffering from arcade withdrawals should apply here. ☐ **James Ellis**

DANCING STAGE PARTY EDITION

Why we'd buy it:

- Cool option that measures calories burned.

Why we'd leave it:

- Gaming and exercise are mutually exclusive.

Graphics

07

Sound

08

Gameplay

05

Life span

05

It's stationary hopscotch. Some will love it but most will loathe it.

06

OFFICIAL VERDICT

**DVD
OF THE
MONTH**

SPACE CHASE The action kicks off with Obi-Wan and Anakin tracking an assassin through the Coruscant cityscape.

**THIS IS THRILLING
ESCAPISM OF THE HIGHEST
ORDER. JUST LIKE STAR
WARS, YOU COULD SAY**

Star Wars Episode II: Attack of the Clones

The Force is strong in this DVD, young Padawan.

FILM: After the disappointing and disjointed *The Phantom Menace*, George Lucas needed something special to get all but the most ardent Jediophiles back aboard his prequel express. And this is it. Clearly targeted at fans of the original trilogy rather than a new generation of kids, *Attack Of The Clones* is a far, far better movie; still hackneyed in places, but exciting, intriguing and action-packed enough to jump ahead of both *Phantom* and *Return Of The Jedi* in the *Star Wars* mythology.

At the film's heart, is the love story between Anakin and Padmé which develops when the former is ordered to protect the latter from an unknown assassin. Of far more interest are Obi-Wan's encounter with super-cool bounty hunter Jango Fett, and ominous glimpses of Anakin's dark side, which, along with the amazing climax – with its huge scale Jedi battle and that mesmerising duel between Yoda and Christopher Lee's malevolent Count Dooku – sets us up, breathless with anticipation, for the emotional carnage of *Episode III*.

Attack Of The Clones exhibits an understanding of the *Star Wars* universe that *The Phantom Menace* resolutely lacked. Discharge your intelligence unit and shut down those bad dialogue receptors, this is thrilling escapism of the highest order. Just like *Star Wars*, you could say. **9/10**
EXTRAS: Brilliant. A stunning two-disc bonanza packed to the brim with goodies. Stand-outs are the group commentary with George Lucas and a load of his technical bods, two documentaries exploring how the special effects work, and 12 fascinating featurettes (originally shown on starwars.com during the making of the movie) that cover everything from location shooting to Natalie Portman's wardrobe. **10/10**

VERDICT: A brilliant return to form. In fact, this is the best *Star Wars* movie since *The Empire Strikes Back*. **LH**

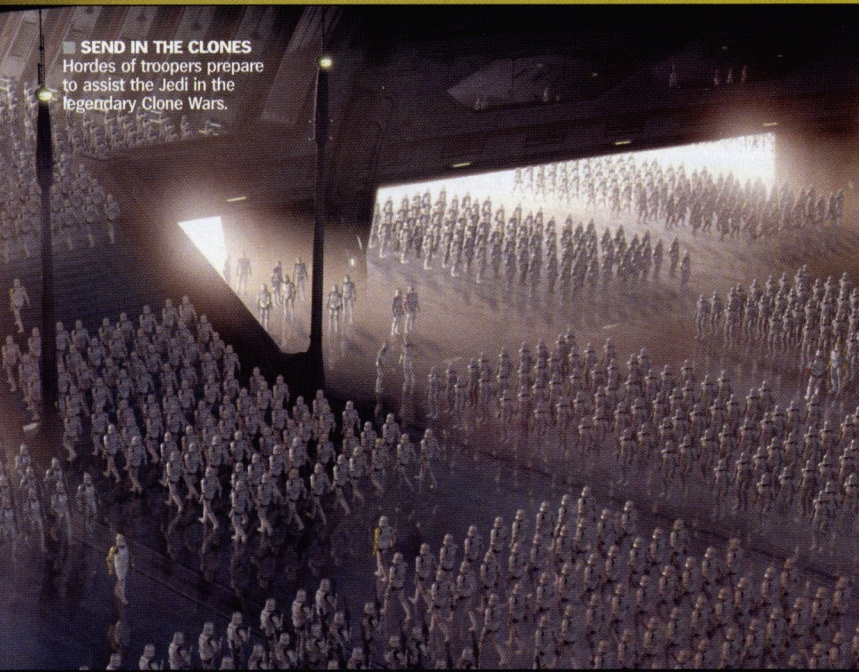


Director
George Lucas

Starring
Ewan McGregor,
Natalie Portman,
Hayden Christensen,
Samuel L. Jackson,
Christopher Lee,
Ian McDiarmid,
Temuera Morrison
Distributor Fox
Out Now
Price \$39.95

Extras Commentary. Eight deleted scenes. Documentaries: From Puppets To Pixels; Digital Characters In Episode II and State Of The Art: The Previsualisation Of Episode II. 12-part Web documentary series. Featurettes: Story, Love, Action, Episode II Visual Effects Breakdown Montage, Creating The Sound Effects and R2-D2: Beneath The Dome. Theatrical trailers. Stills Gallery. Theatrical posters and print campaign. TV spots. Across The Stars music video.

SEND IN THE CLONES
Hordes of troopers prepare to assist the Jedi in the legendary Clone Wars.



EXTRA! EXTRA!

R2-D2: Beneath The Dome is a great spoof featurette with George Lucas and pals including Francis Ford Coppola and Steven Spielberg discussing R2-D2 as if he was – get this – a real actor! Those crazy guys.



ORIGINS

Samuel L. Jackson: "I'm not real sure that accent is the real deal, y'know? I mean, homeboy's probably from like, Detroit or somewhere."

CAREER

Steven Spielberg: "At one point, George asked me if there was a place for R2 in *Saving Private Ryan*, and for a while I considered making him a beach obstacle."

LADIES

Natalie Portman: "He doesn't seem to have any problems in that department. I guess it's just the way he looks. I can't deny that he's a good-looking robot."

dvdreviews

DVD CONTRIBUTORS: LEE HART

Recommended viewing for your PlayStation 2 cinema system.

From Hell

Director Albert Hughes, Allen Hughes/Starring Johnny Depp, Heather Graham, Ian Holm, Robbie Coltrane/Distributor Fox/Out Now/Price \$39.95



FILM: Alan Moore's dense, intricately researched graphic novel, linking Jack The Ripper's gruesome murder spree with a huge Royal conspiracy, was bound to lose much in its translation to the big screen. However, the Hughes Brothers have done their best to condense the material, bringing 19th Century London to grubby, syphilitic life and teasing fine performances out of Johnny Depp as the opium-addled cop on the killer's trail and Heather Graham as the tart with a heart who's very much on Jack's 'to murder' list. Ian Holm is good (as always) playing the Royal surgeon somehow entwined in the Ripper's

narrative. A dark, visually striking movie that revels in stalking the city's underbelly, dwelling on the tabloid notoriety of the crimes, *From Hell* has much less to say than the source novel but it's certainly the most evocative exploration of the Ripper saga we're likely to see. **8/10**

EXTRAS: A great cast and crew commentary includes fascinating info on changes made to the facts in the name of artistic licence. There are 20 deleted scenes and six featurettes covering everything from a tour of the murder sites to a comparison with Alan Moore's masterful graphic novel. **7/10**

VERDICT: History, whores and hallucinogens combine to lift the fog on the Ripper mystery. **LH**

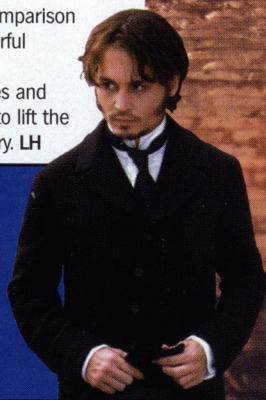


■ **GRAPHIC NOVEL**
The seedy malevolence of Jack's East End is captured superbly.

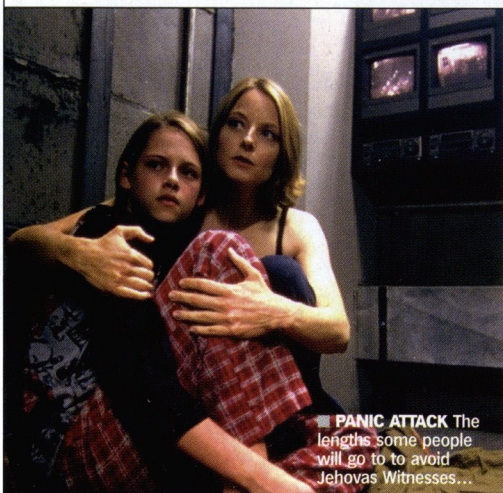
EXTRA! EXTRA!

Delve into the gruesome facts lurking behind the Jack the Ripper legend...

The *Victims/Suspect Files* featurette examines the real Ripper case evidence and how it conflicts with the 'factional' treatment of it in the movie. A warning for the squeamish: this includes several graphic autopsy photos of the actual victims. Suffice to say, you shouldn't watch it while eating your dinner.



■ **TRAPPED IN TIME** Is it just us, or does Mr. Depp have a thing for roles where he dresses up in old clothes and tries to sound like a Pom?



■ **PANIC ATTACK** The lengths some people will go to to avoid Jehovah's Witnesses...

Panic Room

Director David Fincher/Starring Jodie Foster, Kristin Stewart, Forest Whitaker, Dwight Yoakam/Distributor Columbia TriStar/Out Now/Price \$36.95



FILM: After *Fight Club*'s surreal paean to violence, David Fincher returns to relative normality with this stylised, yet fairly straightforward thriller. Jodie Foster and daughter lock themselves in a heavily armoured panic room when a trio of thieves bust into their new house. The problem is, that's the exact room the bad guys want to access to get their hands on some hidden booty. A *Rear Window*-style masterclass in using a single location to create real tension, this is a twisting ride with some ingenious set-pieces. **7/10**

EXTRAS: Hmm, just a teaser trailer and filmographies, so we can probably expect a Special Edition in a few month's time. **1/10**

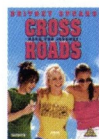
VERDICT: Style over substance it may be, but this Hitchcockian thriller is sure to leave you on the edge of your seat. **LH**



■ **HIT THE ROAD JACK**
Britney wonders if she'll ever get Dan Akroyd's hand off her knee...

Crossroads

Director Tamra Davis/Starring Britney Spears, Zoe Saldana, Taryn Manning/Distributor Momentum Pictures/Out Now/Price \$36.95



FILM: Britney's film debut is a teen road movie in which three school friends head to LA to perform in a Pop Idol-esque audition. And guess what? Along the way the girls learn about life, love and how dreams really can come true – providing you're a gorgeous sex kitten, of course. All the scenes with Ms Spears frolicking in her underwear are near the beginning, so you needn't suffer the entire clichéd ordeal. **4/10**

EXTRAS: A case of dodgy film, decent extras. We're spoiled with numerous featurettes, deleted scenes, music videos and a commentary. But the highlight has to be the Sing Along With Britney karaoke-fest. Inspired. **7/10**

VERDICT: Britney sings! Britney dances in her skimpies! Britney acts in wholly unoriginal rites-of-passage nonsense... **LH**



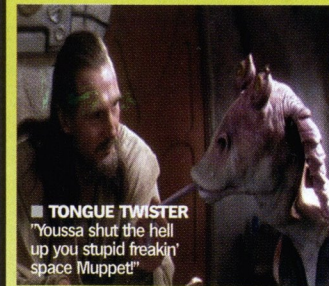
DVDS YOU MUST OWN SEVEN

Featuring a bonus disc crammed with extras like John Doe's notebooks and commentaries from everyone in the crew including the tea boy, this special edition of the supreme serial killer flick is essential. Dark, ugly and very, very damp, Fincher's breakthrough feature is bleak and brilliant in equal measures.



PS2 EGGSTRA

Hidden DVD treasures for your pleasure.



■ **TONGUE TWISTER**
"Yousa shut the hell up you stupid freakin' space Muppet!"

STAR WARS EPISODE I: THE PHANTOM MENACE

WHERE IS IT? On disc one, go to Languages and press **↑** to highlight the THX logo. Then press 10 and 1 to make 11. Wait, then press 03. Wait, then press 08. This gives access to a 'cock-ups' reel.

WHAT TREAT'S IN STORE? Humorous footage of R2-D2 falling over on set, Yoda fluffing his lines and Liam Neeson laughing as he tries to grab Jar Jar Binks's tongue.

SEND US YOUR EASTER EGGS

Spotted a DVD bonus, have you? Then drop us an email at OPS2@derwenthoward.com.au with a subject of 'DVD Easter Eggs' and let us know where and how you found it.

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PlayStation 2



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postal

This month includes: Why we don't see more games with Aussie content?

THE LETTERS ARE FLOODING IN NOW SO KEEP THEM COMING! IF YOU HAVE SOMETHING TO ASK OR SAY, WRITE TO US AT OPS2@DERWENTHOWARD.COM.AU OR SEND SNAIL MAIL TO OPS2, DERWENT HOWARD PTY. LTD, PO BOX 1037, BONDI JUNCTION, NSW 1355. THE WINNER OF THE STAR LETTER EACH ISSUE GETS A GAME - A GOOD GAME - OF OUR CHOOSING. JUST REMEMBER: WE WANT INTELLIGENT, INFORMED LETTERS AND COMMENTS PLEASE. NO FLAMING, NO 'MY CONSOLE'S BETTER THAN YOURS' STUFF, NO 'WHEN IS GAME XXX OUT?' ETC. AND FOR MERCY'S SAKE, USE THE SPELLCHECKER IF YOU SEND YOUR LETTER BY EMAIL - THEN WE MIGHT, TOO, WE RESERVE THE RIGHT TO TRUNCATE, HACK AND SLASH YOUR LETTER SEEMINGLY AT RANDOM.



STAR LETTER

LONGING FOR LOCAL CONTENT

I have had a PlayStation 2 for almost 6 months, and I absolutely love it. I was so surprised when I first got it with the graphics and all round ability of the PlayStation 2 and range of games; I thought I was watching a movie when I first saw the replay mode! I was especially surprised with the graphics of *Gran Turismo 3* and the gameplay of *Grand Theft Auto 3*.

I would also like to praise Codemasters and Acclaim for finally bringing out games that have part of the Australian culture in them, of course I am talking about *V8 Supercar Race Driver* and *AFL Live 2003*. I think that it is unfair that mainly only American and British games get produced like soccer and NFL (not that they're bad games), but now all Sony wants to do is make money and it doesn't care what the gamers think!

I think that it's great that you are

publishing such a great magazine to keep all of our PlayStation 2 needs up to date. Keep up the great work!

Robert Golding, Perth

An unfortunate reality of game development is that it costs millions of dollars to produce a modern day title. As a result, unless the publisher thinks it will be able to sell enough copies of a game to make its money back, it won't be in a rush to produce the title. So your thanks for games like *AFL Live 2003* is warranted, because Australia is the only place the game is likely to have widespread appeal. If we had the same sort of population as the US or the UK, then we'd have plenty of AFL games. But don't go blaming Sony for this phenomenon, it's the whole industry that avoids making games specifically for the Australian market, and it holds true on all gaming systems.

EXCRUTIATINGLY EXCLUSIVE

G'day. I want to get this off my chest. I don't understand what the big deal is with all this exclusive crap. With *Resident Evil* now on Gamecube and *Dead or Alive* on X-box. All my favourite games are disappearing from my favourite and appearing on other consoles. What's next? I always thought that if a game was good it should be on more than one console.

Also, is Sega going to make their *Shining* series on PlayStation? It is on the Game Boy, so why not PlayStation?

Anon, by email

Exclusivity was brought up last month, and what we said then applies here too. Unless you're the kind of person who buys a console just to watch DVDs, you buy a system to play games. Thus, what games a system has is a deciding factor in how well it will sell. It's why PlayStation 2 has proven to be the most popular system of the current crop. There may be some games not available for PS2, but there are far more exclusive titles for PS2 than there are on the other systems, so as a PS2 owner rest assured you're in the best situation.

It's also just part of the competitive process that ultimately helps ensure that the companies behind the gaming systems

keep working harder to ensure their systems offer as much as possible. In a round about way, it's a good thing for gaming.

As for *Shining Force 3*, it's probably a bit old now for Sega to have any plans of bringing it to any of the current consoles. With games like *Final Fantasy X* about, it's hard to see how an old-school RPG like that would sell in a non-Japanese country.

SEARCHING FOR STRATEGY

The reason I wrote in was to express my opinion on the lack of decent 'strategy' games on PS2. I can only think of two off the top of my head: *Age of Empires II* and the recent *Commandos 2*. What's up with that? I have played them both, but it still doesn't satisfy my strategic urgings, as they play better on the PC anyway.

The only other games that I can think of that can rival these are the *Worms* series on PSone. I still don't tire of dispatching of an entire battalion of worms with a banana bomb, or a holy hand-grenade, but my PS2 is yearning for a *Worms* game to push its boundaries. After the abysmal *Worms Blast*, I am stuck playing the admittedly dated PSone games with my craving for a new *War of the Worms*.

Timmay, via Email

With strategy games, the problem in bringing a PC game over to the consoles has more to do with the interface than anything else. A keyboard may be an extremely dull gaming peripheral, but having that many buttons available has its uses. Developers have to create games with the majority in mind, and since the average PS2 owner isn't going to want to rush out and try and plug a mouse and keyboard into their beloved console, there's fewer development teams willing to look into porting strategy games over to consoles.

Even the Xbox, which everyone talked about being a PC in a box that was destined to have heaps of PC games ported over to its lineup has turned out to have the same sort of games consoles have always had, for the exact same reasons as above.

FOOTBALL FANATIC

As a lover of most soccer titles to hit our shores, I am really interested in whether or not *World Fantasia*, Square's game, will be available here in Australia. The graphics on it look awesome (what Square usually produce). I have a demo of *PES* which I can't get enough of (I think it is the best football title too) and I have been looking lately in shops to find *PES* but I can't find it anywhere. And if it is the best football title around shouldn't it be everywhere. *TIF2002* has gone platinum and has very poor graphics and gameplay compared to *PES*, and you still can't find *PES* anywhere. Do you know where to purchase it from?

Pro Evolution Soccer sold out over here faster than you could do a lap of the pitch. However if you're desperate to pick up a copy, you could try Revolution Records in Sydney, as we've seen multiple copies there months after the game was out. However, it's probably wiser for you to just pick up a copy of *Pro Evolution 2* (reviewed on page 71), which is an improvement anyway. As for *World Fantasia*, there's no official word of a release outside of Japan as yet, but it's still far enough away for that not to mean much either way. Rest assured we're all fans of the beautiful game here at OPS2, and will definitely let you know as soon as we get word of a local release.

WHY DO WE PLAY GAMES ???

I picked up the *Splinter Cell* demo the other day. Upon getting home and firing up the game I immediately felt that this game was not grabbing my attention. Sure the graphics were awesome the ideas were brilliant and I could appreciate the game as the wonderful creation that it was, but something was missing.

I wasn't having fun. I wasn't enjoying the experience. This passed until I rented *Hitman 2*

yesterday, went home, played through the first mission and got the exact same feeling from this game. An awesome well polished production that just couldn't drag me in.

Now maybe it's just me and I am just not as excited about stealth games as I used to be, but upon deeper thought I have come across a theory in which I believe may well be true, in my case anyway.

Are games becoming too realistic? Not in the sense of whether or not they show too much violence. But do we have to act too much like we would in real life in the games we play?

I think the reason why I am losing interest in these types of games, especially stealth games is because they make you feel that if you do something wrong the consequences are too great, therefore, in my opinion, making the game more scripted than it first seems. It also makes me feel like I will ruin the experience if I die, therefore the game is not fun anymore because you have too much to lose.

Games are meant to be fun. Sports and car racing games also try to emulate real life but if you do something wrong in them you won't die, you will lose and that's part of the game and adds to the thrill of winning.

I believe one of the main reasons that I play games is to escape from reality, not to emulate it.

I play *Halo* because I am never going to be able to go to a planet a kill aliens. I play *Grand Theft Auto* because I want to do what I want when I want. I play *Mario* and do big double jumps on Goomba heads.

Well that is my take on why I play games. Does anyone agree? Do you think I am talking crap?

Leigh via email

Quite frankly, we here at OPS2 like it when our actions in games have serious consequences within the scope of the game. Games that are too forgiving are generally the ones that get knocked over in a day.

Consider it a case of different strokes for different folks, some people want that level of realism to give them a greater challenge, or so that they can apply real world logic to help them work their way through a game.

Also, keep in mind that realistic games can help people suspend their disbelief and totally suck them into the game. If the AI sucks, or the collision detection doesn't work like it looks that it should, you're never going to be able to escape the reality that you're just playing a game. Think about it.

We think your first guess was right, you just need a break from stealth games, because if getting to be a secret agent isn't escapism for you, then you have an awfully high-risk job.

HARDCORE

Tips, tricks, cheats and challenges courtesy of Official Tips Mag!



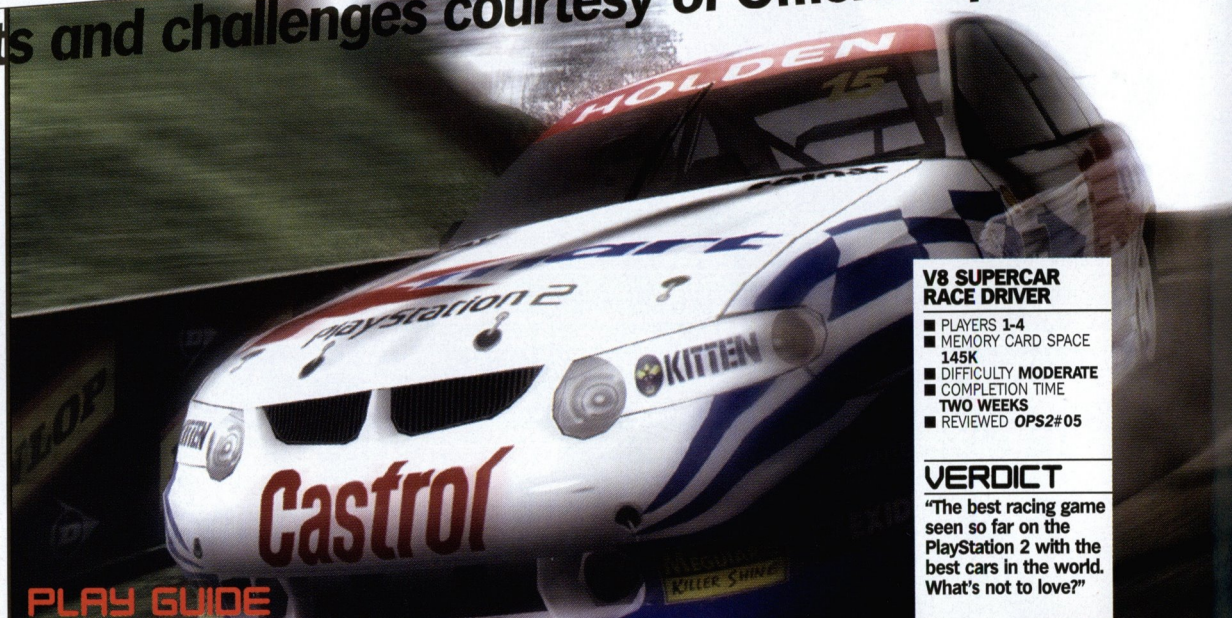
With all the changes going on here, even our Hardcore section has undergone a facelift. Don't think that this means we're going to break away from delivering the best guides, tips and cheats for the latest and greatest games on PS2. Enjoy our *V8 Supercar* guide this month, and if you want more, be sure to check out the *Official Tips Mag*, hitting the shelves very soon.

Richie Young

Richie Young, Official Tips Guru

IN HARDCORE THIS MONTH

104.....V8 SUPERCAR RACE DRIVER.....GUIDE
108.....AGGRESSIVE INLINE.....TIPS
108.....THE THING.....TIPS
108.....SCOOPY DOO.....CHEATS
108.....TUROK: EVOLUTION.....CHEATS
108.....MX SUPERFLY.....CHEATS
108.....TRANSWORLD SURF.....CHEATS
108.....V8 SUPERCAR RACE DRIVER.....CHEATS
108.....RUNE: VIKING WARLORD.....CHEATS



PLAY GUIDE

V8 SUPERCAR RACE DRIVER

Some of the tracks on *V8 Supercar Race Driver* are a bit of a challenge. We take you through eight of the toughest.

V8 SUPERCAR RACE DRIVER

- PLAYERS 1-4
- MEMORY CARD SPACE 145K
- DIFFICULTY MODERATE
- COMPLETION TIME TWO WEEKS
- REVIEWED OPS2#05

VERDICT

"The best racing game seen so far on the PlayStation 2 with the best cars in the world. What's not to love?"

Graphics	08	Overall
Sound	10	
Gameplay	09	09
Life span	10	



■ **CUTTING CORNERS**
Types of corners range from tiny deviations to devilish hairpin bends.

TURN TABLES

Nobody likes to lose the race on a bend, but let's face it, those braking distances are tough. The tips below should keep you on the racing line.

WIDE TURNS

These are the most common bends you'll encounter. Though not tricky in themselves, they can cause problems if you speed towards them too fast and delay your braking for too long.

TIGHT TURNS

Approach all tight turns with care, regardless of your speed. Check the markers to the side of the track to judge your braking distance, but don't slam your brakes on and hold them, or your tyres will lock and you'll lose control. This usually results in an encounter with your car and a concrete barrier. Ouch!

CHICANES

There are two ways to take chicanes. With some, you can stick to the inside of both curves and nip straight through, losing little or no speed. Tighter or shorter chicanes need a little more forward thinking and skill. Approach the first bend from the outside and turn sharply in towards the apex. If the second turn isn't as tight, you can accelerate through its

apex, too. If it's just as brutal, or worse, then repeat your first manoeuvre and cut in from the outside of the turn.

HAIRPIN BENDS

There's only one way to safely make it round a hairpin: slowly. There's no room for speed demons here; you have to slow right down (from a good distance) and steer towards the outside of the bend. You can only accelerate as you are crossing the apex because that's the only point at which you can't mess up the turn. Unless you're really bad, that is.

URNS ONTO STRAIGHTS

If a turn leads onto a long straight, then it's absolutely vital that you make the turn well and don't lose too much speed. This is because if your fellow racers are slower round the turn, then you will find your top speed before them on the straight, and will therefore be able to overtake/speed away from them with ease. Try to accelerate out of the turn at the earliest possible moment to get that crucial edge.

HOCKENHEIM RING

TIME TO BEAT: 1:54.57 (LONG), 51.76 (SHORT) CAR: AUDI TT

1 Braking early is essential for the tricky chicane. This is the fastest and can be entered at 135kmph, with a braking distance of over 100 metres. The straight leading to the chicane is so long, you will have picked up a lot of speed.

2 The second chicane is the slowest, and a maximum speed of 90kmph will get you through in one piece, while fast enough to maintain a healthy lap time. Begin braking 150 metres short of the turn.

4 Brake at the 100 metre mark and slow to 125kmph as you enter this bend.

3 Again, use 150 metres slowing distance. You can take the chicane at 120kmph and speed off onto another straight afterwards.



ADELAIDE

TIME TO BEAT: 1:17.91 CAR: FORD FALCON

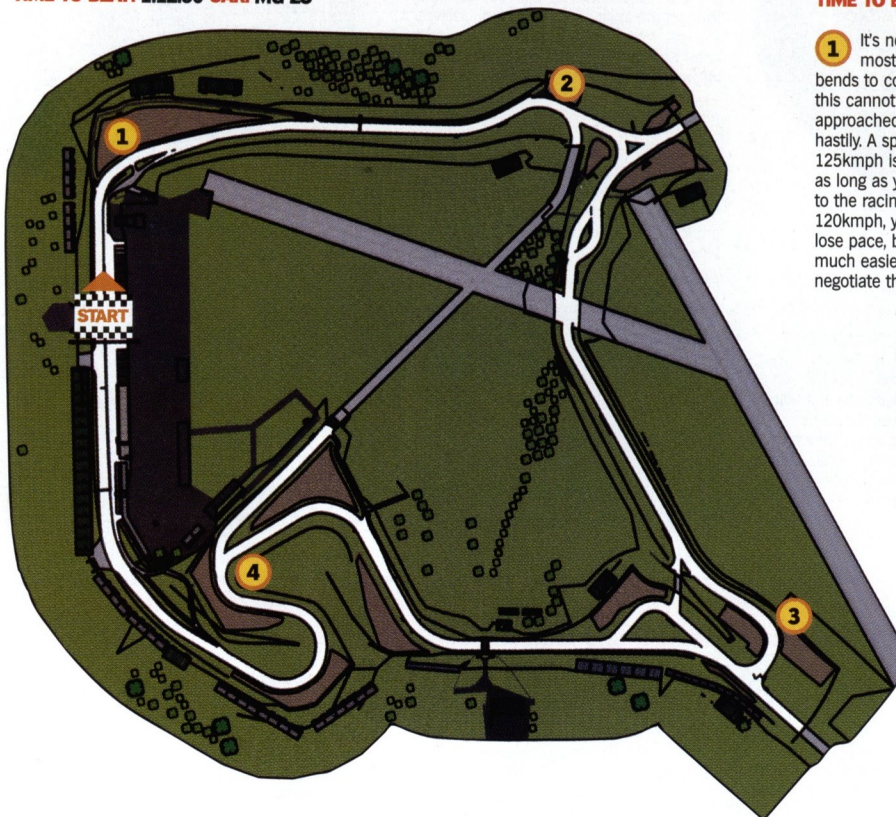
1 Approach this bend slowly, at around 80mph. You won't need much room to brake as long as you slow down to make the sharp right turn of the first bend. The left-hand bend should be taken at a similar speed.

2 This corner can, if approached from wide outside, be taken at 70mph. It's slower than the others because your car has no room for acceleration. Approach the final turn from the outside and make a sharp turn into the bend.



SILVERSTONE

TIME TO BEAT: 1:12.86 CAR: MG ZS



1 On many tracks, certain bends appear to be sharper than they really are. It looks like you need to brake to make it through this turn, but you can take it flat out.

2 If you're following the racing line, you don't need to brake until you meet the apex of the turn, where you should slow to 125kmph. Go hard on the accelerator as you are exiting the turn to keep your speed up.

3 Enter this turn very wide while slowing to 135kmph. When you pass the apex, quickly turn in tight, accelerating into the straight ahead.

4 Slow to 125kmph from the 50 metre marker to take this turn. It leads onto a long straight, so keep your speed up and accelerate early as you exit the turn. Don't worry if your car drifts at the end of the bend because you can get back to the racing line on the following long straight.

SEARS POINT

TIME TO BEAT: 1:20.40 CAR: CHEVROLET MONTE CARLO

1 It's not the most difficult of bends to corner, but this cannot be approached too hastily. A speed of 125kmph is possible as long as you stick to the racing line. At 120kmph, you may lose pace, but it's much easier to negotiate the curve.

2 100 metres braking distance is what's required for this difficult bend. Keep your speed down to 105kmph and don't turn into the bend too soon otherwise you may come off the track to the side of the apex.

3 You can take this series of light bends at speed, but you will have to lift off the accelerator momentarily along the longer bends to avoid drifting off the outside of the track.

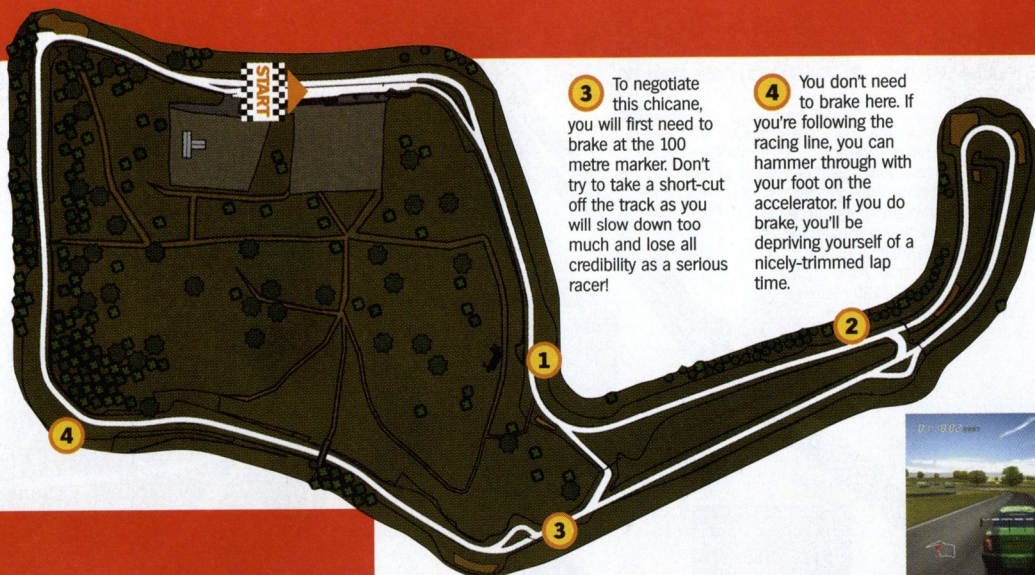
4 Brake early and fast for the last turn. A good speed to tackle the turn at is 90kmph – as long as you don't take to the inside of the track too soon.



OULTON

TIME TO BEAT: 1:15.00 CAR: MG ZS

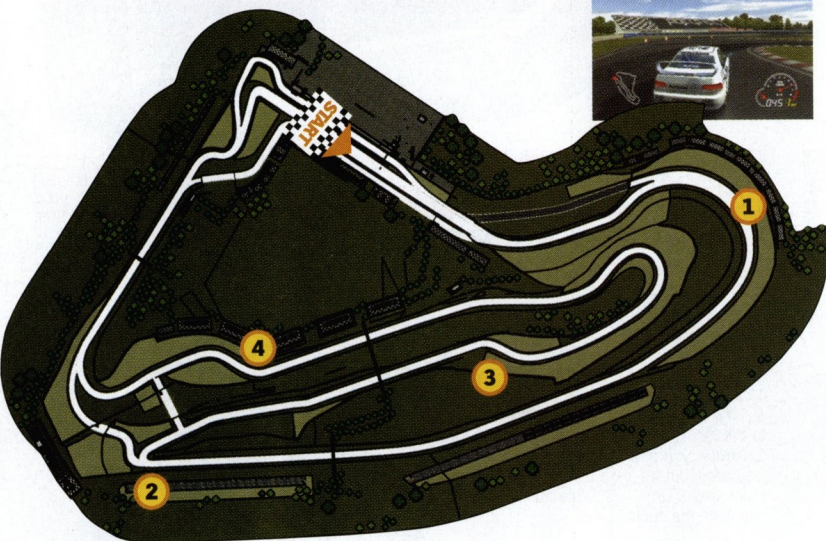
- 1 The first challenging bend can be taken at a good speed, but you will have to brake slightly at the 50 metre marker. Markers are placed at the side of the track, indicating the distance to the entrance to a turn.
- 2 You should have picked up a lot of speed on the long straight leading to this hairpin bend, so you have to brake early. Take the outside of the turn when you've slowed down enough and cut into the apex as you exit.



- 3 To negotiate this chicane, you will first need to brake at the 100 metre marker. Don't try to take a short-cut off the track as you will slow down too much and lose all credibility as a serious racer!
- 4 You don't need to brake here. If you're following the racing line, you can hammer through with your foot on the accelerator. If you do brake, you'll be depriving yourself of a nicely-trimmed lap time.

MAGNY COURS

TIME TO BEAT: 1:36.39 CAR: SUBARU IMPREZA WRX

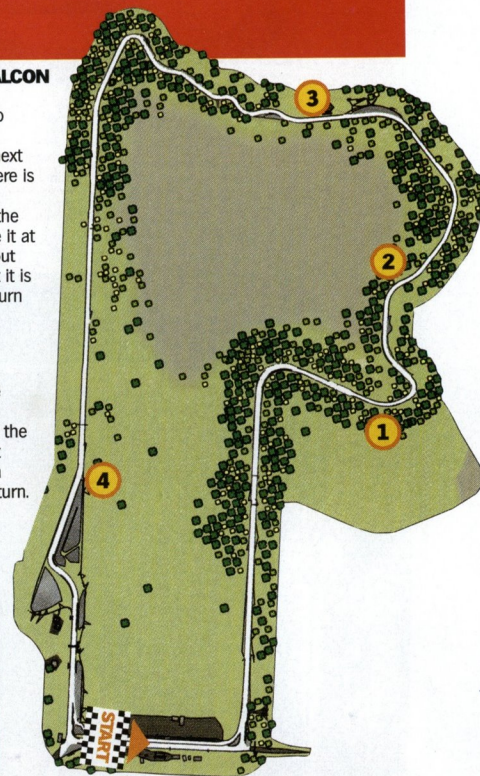


- 1 Take this turn at full speed, lifting off the gas a little if necessary, you will then be in a much better position when you come onto the straight.
- 2 This hairpin is nasty. Having gained so much speed on the straight, you have to brake furiously to make the turn without leaving the road and losing your position. You will need to brake early.
- 3 Take the outside of the track as you approach the chicane and then cut straight through the inside of both turns, exiting on the outside. If you can pull this off, you won't need to slow down.
- 4 This chicane is slightly sharper than the previous one, but you can use the same tactic to get through. However, you do need to slow down to 160kmph.

BATHURST

TIME TO BEAT: 1:48.68 CAR: FORD FALCON

- 1 The 100 metre marker is your slowing point for this turn. Keep your speed down to 95kmph at the turn's entrance point and accelerate through the apex as you exit, making a short turn to the right for the next bend.
- 2 You need to slow down early before the next bend because there is a dip in the road. When you reach the turn you can take it at 110kmph safely but bear in mind that it is a long left-hand turn and you cannot accelerate.
- 3 Brake quickly as you near the chicane. Take the track wide and look out for the brow of a hill which will cause your car to jump.
- 4 Only gentle braking is required to make the turn left here, but it is followed by a short right-hand turn.

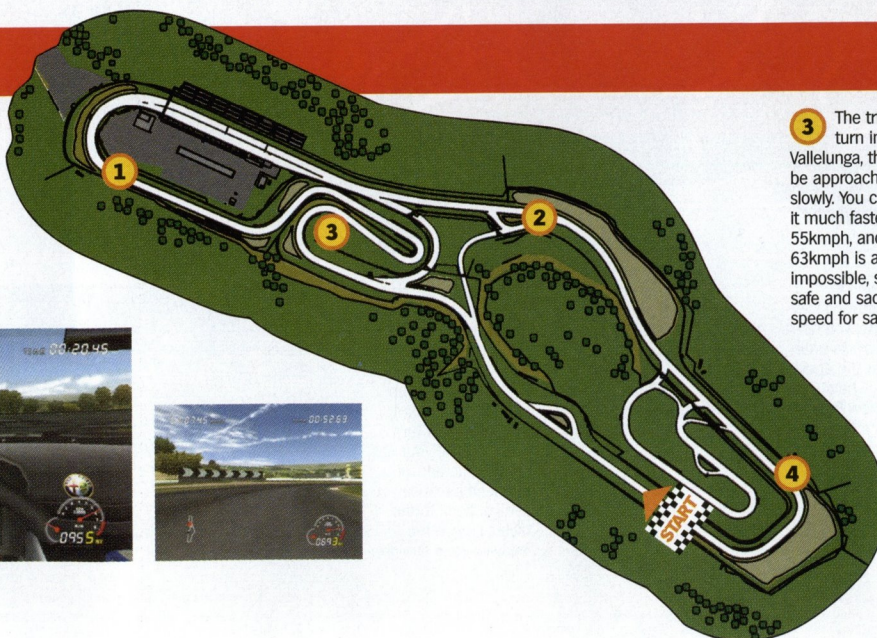
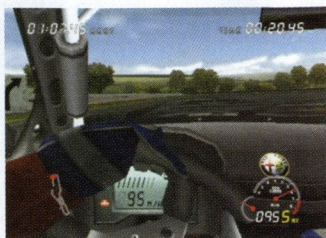


VALLELUNGA

TIME TO BEAT: 1:06.13 CAR: ALFA ROMEO GTV

- 1 The first section of the track can be taken flat out. You will have to slow for this bend, however, as it's a right angle. You'll approach the bend at high speed, brake early to 135kmph.

- 2 Begin braking 50 metres before the bend and try to get your speed down to 120kmph. If you find your brakes are locking when you do this, don't hold the brake down, tap it repeatedly instead.



- 3 The trickiest turn in Vallelunga, this must be approached very slowly. You cannot take it much faster than 55kmph, and over 63kmph is almost impossible, so play it safe and sacrifice speed for safety.
- 4 Lift off slightly on entering the bend, then keep the accelerator down around the rest of the turn to keep up a respectable speed. The track is wide enough to forgive a slight drift to the outside upon exit.

Get ready to party

20 11 02

MINISTRY
Magazine **Australia**

→ SPECIAL TRICKS AGGRESSIVE INLINE

Throughout the game there are Special Trick icons to collect. We tell you how to find them here.

DOUBLE FLATSPIN

Location: Movie Lot
Requirements: None

Enter the large building and locate the entrance to the spooky mansion. Here you'll find a narrow passage. From the first jump, perform a Wallride on the back wall then jump across to the opposite wall and continue to Wallride higher. Jump back and forth to reach the small window at the top where the icon is positioned. To perform the Double Flatspin, press: ←, →, →, ←, ⊙.

SALERNO'S GRIND COMBO

Location: Cannery
Requirements: Cannery Key

When you have the Cannery Key, enter the factory and use the quarter pipe to reach the first conveyer belt and Grind it to the machine. Jump onto the machine then turn around and jump onto the second conveyer belt and Grind it under the chopping blocks. Continue to Grind up the following slope to collect the icon. To perform Salerno's Grind, press: →, ↓, ↓, ⊙.

SUPERMAN LATE FLIP

Location: Industrial
Requirements: Challenge 7 complete

Using the bowl that was opened by Flipping the switch for Challenge 7, jump up to Grind on the rail above and slide either way to safely enter the small room above. Skate to the far end and use the halfpipe against the wall to reach the narrow path above. Now Grind along the path wall to collect the icon. To perform the Superman Late Flip, press: ↑, →, ↓, ⊙.

CORKSCREW 1260

Location: Airfield
Requirements: None

Enter Building A and locate two vent shafts positioned over a small halfpipe. Use the halfpipe to reach the first shaft and perform a Hand Plant onto it then drop into a Grind and jump to the second vent to continue the Grind. Grind up the slope to claim the Special Trick icon. To perform the Corkscrew 1260, press: ←, ↑, →, ⊙.

CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

■ SCOOPY DOO! NIGHT OF 100 FRIGHTS (SLES 51017)

All you need to help Scooby Doo it all:

*For all these cheats pause the game, while holding down **Ⓢ**+**Ⓢ**+**Ⓢ**+**Ⓢ**, & enter the codes
Unlock Credits

Ⓢ, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

Unlock Movies

Ⓢ, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

Unlock Warp Gates

Ⓢ, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

Unlock All Powerups

Ⓢ, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

■ TUROK: EVOLUTION

(SLES 50479)

Go kick dino butt with these beauties:

*For all these cheats go to the Cheats menu at the title screen and enter the code.

Action	Code
Invincibility	emergus
Invisibility	sllewgh
Unlimited ammo	madman
Unlock all levels	sellout
Unlock all weapons	texas

■ MX SUPERFLY

(SLES 51038)

Game too tough for you? Try these:

Earn All Money

To get a full wallet of cash, go to the stages that you didn't complete. Now start the level then pause and quit. You'll now have \$1,000.

Unlock Everything

At the main menu, press:

Ⓢ, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

■ TRANSWORLD SURF

(SLES 50886)

Wax your board and hang ten with our help:

Change View

Press **SELECT**, →, ←, ↓, ↑, **Ⓢ** during game

play in free surf mode. Use the Analogue sticks to change the camera angle.

The Duckdive

Press **Ⓢ** + **Ⓢ** to dive under the waves and help you paddle out to the back water.

Secret Surf Spots

To find these on every level, just look for the reef girl who hangs near the shore.

*Enter the following codes during play and a sound will confirm correct code entry.

Action	Code
Full special	SELECT , ↑, ↓, ←, →, ↓, ↑
Perfect balance	SELECT , ↑, ↓, ←, →, →, ←
Objectives complete	SELECT , ↑, ←, Ⓢ , ↑, ←, Ⓢ
Invisible surfer	SELECT , ↑, ↓, ←, →, ←, ↑
Invisible surfboard	SELECT , ↑, ↓, ←, →, ←, ↓
Surf on shark	SELECT , ↑, ↓, ←, →, →, ↓
Green surf	SELECT , ↑, ↓, ←, →, ↑, ←
Paddle faster	SELECT , ↑, ↓, ←, →, ↓, ↓
Easy floating	SELECT , ↑, ↓, ←, →, →, ←
Disable HUD	SELECT , ↑, ↓, ←, →, ↑, →
Alternate colours	SELECT , ↑, ↓, ←, →, ↓, ←
Disco lights	SELECT , ↑, ↓, ←, →, ↓, ↓
Disable codes	SELECT , SELECT , SELECT , SELECT

■ V8 SUPERCAR RACE DRIVER

(SLES 50767)

Some codes to help you shift up a gear:

*Enter these codes at the Bonus Screen.

Action	Code
All cars in free time mode	CARS
All tracks in free time mode	TRACKS
Realistic handling	SIM
Better damage	DAMAGE
View credits	CREDITS

■ RUNE: VIKING WARLORD

(SLES 50335)

This code should see you through anything:

God Mode

Pause and press: ⊙, ⊙, ←, →, ⊙, ⊙

PlayStation
POWERLINE

**CALL
1902 262 662**

MAIN MENU

HINTS & TIPS
[\$1.98 / MIN] **PRESS 1**

HARDWARE SUPPORT
[\$1.98 / MIN FOR NON
WARRANTY CALLS] **PRESS 2**

CUSTOMER SERVICE
PRESS 3

HINTS & TIPS MENU

LIVE OPERATOR
PRESS 1

**PRE-RECORDED
CHEATS**
PRESS 2

HINTS & TIPS

Live operators available between
9am-8pm EST 7 days.

Pre-recorded cheats use the
SLES / SCES code printed on the
game's disk.

HARDWARE SUPPORT

Hours of operation are
Mon-Fri 9am-5pm EST

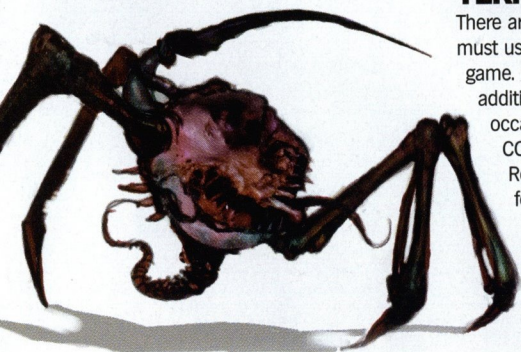
CUSTOMER SERVICE

Hours of operation are
Mon-Fri 10am-6pm EST

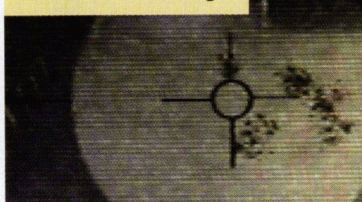
LIFE SAVING TIPS

THE THING

It's an alien Thing!
Don't worry, we won't
leave you in the cold.



■ **DISTANT FIRE** Use remote guns to kill enemies in a room before entering.



TERMINALS

There are various Terminals that Blake must use in order to progress through the game. PC Terminals usually provide additional information, as well as the occasional access code for a door. CCTV Terminals are either linked to a Remote Camera with a zoom feature for viewing a surrounding area, or to a camera that's fitted with a Remote Gun that can be used to target enemies and objects.

■ **CHILLY WILLIE** Keep an eye on the temperature bar for Blake's sake.



COLD EXPOSURE

Every time Blake ventures out into the snow he will be exposed to sub-zero freezing conditions which cause his body temperature to drop. This will limit the amount of time he has for exploring, so make sure you know where the nearest shelter or doorway is before venturing too far. If you get caught out in the open, Blake will be frozen stiff.

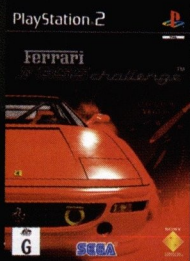
■ **BRIGHT SPARKS** Use whenever possible to repair Junction Boxes. It's their job!



JUNCTION BOXES

There are Junction Boxes that Blake will need to repair in order to restore power to buildings, doors, Terminals and Audio Recorders. The advanced Junction Boxes can only be repaired by an Engineer. Blake can repair standard junction boxes but it makes him vulnerable to attacks. It's best to leave it to the experts so that Blake can keep himself covered.

NOW, HOW ABOUT THE FERRARI FERRARI?



Step behind the wheel and you'll see that this car behaves exactly like the real thing. And let's be realistic, this is about as close as most of us will ever get to owning one. Ferrari F355 Challenge™ out now on PlayStation 2.



PlayStation®2

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THE SHORTLIST

WANT THE DEFINITIVE VERDICTS ON THE PS2 GAMES AVAILABLE RIGHT NOW? THEN WELCOME TO THE SHORTLIST.

OPS2 AWARDS

To filter out the pearls from the swine, OPS2 has introduced a brand new colour-coded ratings system.



GOLD

Only awarded to games that score the full 10/10.



SILVER

Only awarded to games that score the full 09/10.



BRONZE

Only awarded to games that score the full 08/10.

2002 FIFA WORLD CUP (EA Sports/EA)

The World Cup version of FIFA 2002 with more pizzazz but sadly lacking in game modes.
Overall 07

7 BLADES (Konami/KCEJ)

Ninja-styled adventure with a 'healthy' dose of chopsocky gameplay.
Overall 06

18 WHEELER (Acclaim/Sega/Acclaim Cheltenham)

Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.
Overall 06

ACE COMBAT: DISTANT THUNDER (SCEE/Namco)

Best Ace Combat yet. A graphically-polished flight sim with a variety of missions. Best with a flight-stick of some kind.
Overall 07

AFL LIVE 2003 (Acclaim/IR Gurus)

Good enough to be a must buy for footy fans, but not flashy or deep enough to compete with big budget sport sims.
Overall 06

★ AGGRESSIVE INLINE (Acclaim/Z Axis)

There's more than enough inline action to keep you impressed, entertained and amused until Tony Hawk's 4 says, "Buy me, dude!"
Overall 08

★ AIRBLADE (SCEE/Criterion)

Intricate visuals, sublime handling, massive airs - everything you could want hoverboarding to be. Back to the Future anyone?
Overall 08

ALL-STAR BASEBALL 2002 (Acclaim/Acclaim Studios Austin)

An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.
Overall 07

ALONE IN THE DARK: THE NEW NIGHTMARE (Infogrames/Darkworks)

An undeniably scary survival horror game series, but one that fails to frighten the pants off the PS2 in this comeback.
Overall 06

AQUA AQUA: WETRIX 2.0 (Sci/Zed Two)

Addictive, well-realised update of the N64 puzzler Wetrrix.
Overall 07

ARCTIC THUNDER (Midway/Midway/Inland Productions)

Crude visuals, but plenty of fast and furious gameplay.
Overall 07

ARMORED CORE 2 (Ubi Soft/From Software)

Infinitely-tweakable first-person mech shooter.
Overall 07

ARMY MEN AIR ATTACK: BLADE'S REVENGE (3DO/3DO)

Dullsville helicopter game.
Overall 02

★ BALDUR'S GATE: DARK ALLIANCE

(Interplay/Black Isle Studios)
Play Dungeons & Dragons in digital format. An RPG that does the PS2 great justice.
Overall 08

BARBARIAN (Interplay/Titus)

A rough-cut fighting game with RPG elements and branching storylines.
Overall 07

BATMAN VENGEANCE (Ubi Soft/Ubi Soft)

Interesting action adventure, but just a little too 'on rails' to provide a real challenge.
Overall 06

BLOOD OMEN 2 (Eidos/Crystal Dynamics)

An occasionally very satisfying blood sucking adventure let down by largely unoriginal gameplay.
Overall 06

★ BURNOUT (Acclaim/Criterion Studios)

OutRun grows up, and learns how to crash properly. Thrilling, edgy race action that will threaten your no claims bonus.
Overall 08

★ BURNOUT 2: POINT OF IMPACT (Acclaim/Criterion Studios)

An even more intense racing experience than its predecessor. The Fast & the Furious in a video game.
Overall 08

★ CAPCOM VS SNK 2 (Capcom Eurosoft/Capcom)

A superb 2D beat-'em-up from the house that knows all there is to know about combat. With endless two-player fun.
Overall 08

CART FURY: CHAMPIONSHIP RACING (Midway/Midway)

Arcade racer with crazy physics and a dose of high-speed hard shouldering.
Overall 06

★ COMMANDOS 2 (Eidos/Pyro)

A daunting but extremely worthy and rewarding strategy game. What more could you want?
Overall 08

CONFLICT ZONE (Ubi Soft/MASA)

A pretty run-of-the-mill RTS game that cleverly forces you to take account of media coverage.
Overall 06

CRASH BANDICOOT: THE WRATH OF CORTEX (Vivendi Universal/ Traveller's Tales)

Crash spins onto PS2 but little has changed from PSone.
Overall 06

★ CRAZY TAXI (Acclaim/Sega/Acclaim)

Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.
Overall 08

★ CRICKET 2002 (EA Sports/EA Sports)

The best leather-on-willow sim on any console, ever. Relax and make like it's summer.
Overall 08

DARK CLOUD (SCEE/Level 5)

An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.
Overall 07

DAVE MIRRA FREESTYLE BMX 2 (Acclaim/Z-Axis)

Orthodox but impressive, this BMX sim has an inventive array of tricks.
Overall 07

DEAD OR ALIVE 2 (SCEE/Tecmo)

Blistering beat-'em-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.
Overall 07

★ DEUS EX (Eidos/Ion Storm)

The thinking man's action/shooter/adventure genre-busting game that redefines expectations. Superb.
Overall 09

★ DEVIL MAY CRY (Capcom Eurosoft/Capcom)

Melding rip-roaring battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet? Definitely.
Overall 09

DNA (Virgin Interactive/Hudsonsoft)

Gene warfare and confusing puzzles abound in this bizarre manga adventure.
Overall 06

DONALD DUCK: QUACK ATTACK (Ubi Soft/Disney Interactive)

A first-generation platformer that suffers from Stone Age gamplay and graphics.
Overall 04

DRAGON'S LAIR (Digital Leisure/ Cinematronics)

Unplayable retro adventure. Should have stayed firmly stuck on the Laser Disc where it belonged.
Overall 02

DRIVING EMOTION TYPE-S (EA/Square)

Dismal racer. Fails to evoke any emotion at all.
Overall 04

★ DROPSHIP: UNITED PEACE FORCE (SCEE/Studio Camden)

Impressive combat sim that rewards commitment with paced and varied gameplay.
Overall 08

★ DYNASTY WARRIORS 3 (THQ/KOEI)

More of the same great mass battles and explosive action, marred slightly by samey gameplay.
Overall 08

★ ECCO THE DOLPHIN: DEFENDER THE FUTURE (SCEE/Sega/Appaloosa)

You're a dolphin and it's up to you to save the world from an alien invasion. Relax in the new age calm of this underwater adventure.
Overall 08

★ ENDGAME (Empire/Cunning)

Sets a new standard in the lightgun shooter genre: innovative, refreshing and most of all, a ton of fun.
Overall 09

★ ESCAPE FROM MONKEY ISLAND (Activision/LucasArts)

Adventure that includes smart visuals, witty script and intelligent puzzles.
Overall 08

ESPN INTERNATIONAL TRACK & FIELD (Konami/KCEJ)

Graphically impressive athletics sim marred only by iffy AI.
Overall 06

ESPN NATIONAL HOCKEY NIGHT (Konami/KCEJ)

Other hockey sims on the market with better gameplay put this in the sin bin.
Overall 06

ESPN NBA 2NIGHT (Konami/KCEJ)

Hardcore gameplay makes this one for basketball heads only.
Overall 06

ESPN X GAMES SKATEBOARDING (Konami/KCEJ)

Not-very-extreme skateboarding sim with some unsightly graphical glitches. You're best off sticking with Tony Hawk's.
Overall 05

ESPN WINTER X-GAMES SNOWBOARDING (Konami/KCEJ)

Lifelike snowboarder, ruined by unsightly bland graphics, unresponsive controls and a lack of excitement.
Overall 06

EOE: EVE OF EXTINCTION (Eidos/Yuke's)

A dull, button mashing affair.
Overall 05

EVERGRACE (Ubi Soft/Crave Entertainment/From Software)

An ultimately depressing role-playing game, that fails to engage the player at any meaningful level.
Overall 02

EVIL TWIN (Ubi Soft/In-Utero)

Adventure from the dark side of platforming. Average, far-from-perfect animation with 76 levels of twisted plot.
Overall 05

EXTERMINATION (SCEE/Deep Space)

Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.
Overall 07

★ EXTREME-G 3 (Acclaim/Acclaim)

A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the WipeOut series. Not for the faint-hearted.
Overall 08

F1 2001 (EA Sports/EA Sports)

Another solid PlayStation 2 Formula One title, but ultimately it's a tad soulless.
Overall 07

F1 CHAMPIONSHIP SEASON 2000 (EA Sports/EA/Visual Sciences)

Hardcore F1 fans will find this a little too easy.
Overall 06

FANTAVISION (SCEE/SCEI)

The world's first fireworks game. Not enormous, but of rare and random beauty.
Overall 05

FERRARI F355 CHALLENGE (SCEE/Sega)

One of the most realistic racing simulations ever. More for driving game experts than casual racers.
Overall 07

FIFA 2003 (EA Sports/EA Sports Canada)

Despite admirable improvements, this is still a goal down to Pro Evolution.meplay.
Overall 07

FINAL FANTASY X (SQUARE)

Nothing else needs to be said about this brilliant RPG.
Overall 09

★ FORMULA ONE 2003 (SCEE/Studio Liverpool)

Another F1 corker! All the drivers, tracks and cars included. Load it up and feel the speed.
Overall 08

SIX OF THE BEST

HORROR GAMES



1. DEVIL MAY CRY

Not only did *Devil May Cry* feature some of the most awesome gothic-horror nasties in any PS2 game, but it also proved Capcom could make a survival-horror game that was fluid and fast-paced, after having churned out countless *Resident Evil* games full of lumbering zombies. **Devil May Cry* is out now from THQ

2. RESIDENT EVIL: CODE VERONICA

The last of the true *Resident Evil* titles to come out on PS2, and also one of the best. Plot twists, multiple characters to play as, and hordes of zombies! **Code Veronica* is out now from THQ



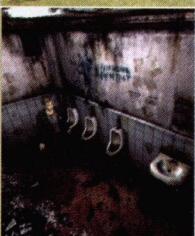
3. THE THING

Every bit as intense and nerve-wracking as the classic horror film from the '80s, this game actually brings fear and trust into the gameplay. It's something horror games should have included for years. **The Thing* is out now from Vivendi Universal



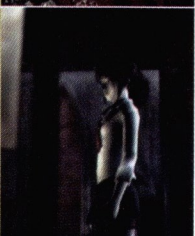
4. SILENT HILL 2

A huge success on PSone, this bestselling skateboarding franchise is even bigger and bolder on the PS2 – and it's playable online too. **Silent Hill 2* is out now from THQ



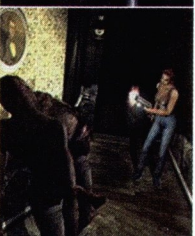
5. PROJECT ZERO

Genuinely scary through suspense and creepiness rather than just by including freaky monsters and loads of gore. Think *Sixth Sense*, not *Evil Dead*. **Project ZERO* is out now from Take 2



6. ALONE IN THE DARK: THE NEW NIGHTMARE

The original survival-horror game makes a comeback. Interesting use of light as a weapon against the creatures of the night. **Alone in the Dark* is out now from Infogrames



FREESTYLE

(EA Sports/Page 44)
This is potentially a great game, but it's scuppered by careless lack of fairness and failure to reward skill with progression. **Overall 07**

FUR FIGHTERS

(Acclaim/Bizarre Creations)
Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy cupboard will never look innocent again. **Overall 08**

G1 JOCKEY

(THQ/Koei)
More like an exercise in statistical analysis than a horse racing game, with bland graphics and sound. **Overall 05**

GIANTS: CITIZEN KABUTO

(Interplay/Planet Moon)
The Reaper might be cool, but loading times hamper this port of a complex PC battle game. **Overall 06**

GITAROO MAN

(THQ/Koei)
If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out. **Overall 08**

GLOBAL TOURING

CHALLENGE: AFRICA (Rage/Rage Warrington)
An impressive racer that is further lifted by clever use of interesting locations. **Overall 07**

GRANDIA II

(Ubi Soft/GameArts)
Expansive, classic RPG adventuring but with horrible graphics and repetitive, uninvolved gameplay. **Overall 05**

GRAND THEFT AUTO: VICE CITY

(Take 2/Rockstar North)
An even better treat than GTAIII! Cars, crooks, coke, and chaos with total freedom to do what you want, when you want. Funny, frantic... A must have. **Overall 10**

GRAN TURISMO 3: A-SPEC

(SCEE/Polyphony Digital)
If you didn't know already, GT3 is the greatest driving game in the world. Buy it now. **Overall 09**

GRAN TURISMO CONCEPT: 2002

TOKYO-GENEVA (SCEE/Polyphony Digital)
A more accessible version of GT3, with concept cars. Perfect for those who just want to race. **Overall 08**

G-SURFERS

(Midas Interactive/Blade Interactive)
Futuristic racer that's improved by an innovative track editor. **Overall 07**

GUILTY GEAR X

(Virgin/Sammy)
Pushes hard at beat-'em-up boundaries. The start of a new wave of next-gen 2D fighters. **Overall 08**

GUN GRIFFON BLAZE

(Swingl/GameArts)
A mech shooter for robot obsessives everywhere. **Overall 07**

H30 SURFING

(Take 2/ASCII)
Inadequate surf sim, although the water's well realised. **Overall 04**

HALF-LIFE

(Vivendi Universal/Valve/Gearbox)
The award-winning PC first-person shooter/adventure arrives on PS2 in resplendent form. An essential purchase. **Overall 09**

HEADHUNTER

(SCEE/Amuze)
Dirty Harry meets MGS2 in a world where the law is controlled by bounty hunters. There's a great game hidden here somewhere. **Overall 07**

HEROES OF MIGHT AND MAGIC

(3DO/3DO)
Patchy PC-style adventure. **Overall 03**

HITMAN 2: SILENT ASSASSIN

(Eidos/Io)
A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish or pure of heart, but awesome gaming to be had. **Overall 09**

INTERNATIONAL SUPERSTAR SOCCER

(Konami/Ozisoft)
Genuine squads and more instant terrace gratification take ISS up to the PS2 level. **Overall 08**

ISS 2

(Konami/Ozisoft)
More arcadey than PES with better commentary, but dodgy ball physics and animation. Not for soccer purists. **Overall 07**

JAK AND DAXTER: THE PRECURSOR LEGACY

(SCEE/Naughty Dog)
A brilliant platformer from the makers of *Crash Bandicoot* introduces two heroes you'll be seeing a lot more of. **Overall 09**

JAMES BOND 007 IN...

AGENT UNDER FIRE (EA/EA Redwood Shores)
A thrilling single-player Bond experience, with a great Four-player mode and beautiful leading ladies. Almost on a par with N64's *GoldenEye*. **Overall 08**

JEREMY MCGRATH

SUPERCROSS WORLD (Acclaim/Acclaim Studios Salt Lake)
A motocross game that's just like the real thing (minus the realism, thrills, speed, gritty handling and mud). **Overall 03**

JET SKI RIDERS

(Eidos/Opus Corporation)
Great water effects and Kawasaki-licensed Jet Skis. Shame about the average racing, though. **Overall 06**

KENGO: MASTER OF BUSHIDO

(Ubi Soft/LightWeight)
A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature. **Overall 06**

KESSEN

(Electronic Arts/KOEI)
A real-time strategy game set in feudal Japan, where you get to command a huge army. Initially confusing, potentially enthralling. **Overall 07**

KLONOA 2: LUNATEA'S VEIL

(SCEE/Namco)
Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid. **Overall 08**

KNOCKOUT KINGS 2001

(EA Sports/EA Sports)
A more-than-competent boxing sim. Not good enough to earn its royal status, though. **Overall 06**

KURI KURI MIX

(Empire/From Software)
A blend of two-player co-operation and cutesy platformer. An odd but worthwhile addition to any PS2 collection. **Overall 07**

LEGENDS OF WRESTLING

(Acclaim/Acclaim)
Violent ballet with a shortage of modes and options. Fine recreation of Pro wrestling. **Overall 05**

LE MANS 24 HOURS

(Infogrames/Melbourne House)
Accessible for the gamer who's daunted by ultra-accurate sim-style vehicle handling, but has depth and thrills in abundance. **Overall 08**

LMA MANAGER 2002

(Codemasters/Codemasters)
Brilliant soccer management game that allows you to get as involved as you want. **Overall 08**

MAT HOFFMANS PRO BMX 2

(Activision/Rainbow)
Whillst impressive in many areas and exceptional in some, *MHPB2* doesn't quite live up to expectations. **Overall 08**

MAX PAYNE

(Take 2/Rockstar)
A fine shooting game that is somewhat underrated by the general public. Fantastic innovations that is completed with a very cinematic feel. **Overall 08**

MAXIMO

(THQ/Capcom)
A tribute to *Ghosts 'N Goblins* and an excellent mix of retro and modern gaming, resulting in one of the strongest 3D platformers available. **Overall 08**

MDK2 ARMAGEDDON

(Interplay/BioWare)
Originally a game on Dreamcast and PSone, this third-person action shooter in space has lost nothing in translation. Has three playable characters and is destined to be a cult classic. **Overall 09**

MEDAL OF HONOR: FRONTLINE

(IEA/EA LA)
A very realistic FPS that has been wowing audiences the world over since the game was released. This is a superb game that should not be overlooked. **Overall 09**

METAL GEAR SOLID 2: SONS OF LIBERTY

(Konami/KCEJ)
A must-own, state-of-the-art tactical espionage action game that's reason enough to buy a PS2. A superbly paced, surprising story with intelligence and soul. Unbeatable sound and graphics – a benchmark for future PS2 titles. **Overall 10**

MIDNIGHT CLUB

(Rockstar/Angel Studios)
Speedy, urban racing, that boasts huge and action-packed New York and London environments. Sadly, the gameplay ain't that great. **Overall 04**

MODERNGROOVE: MINISTRY OF SOUND

(Ubi Soft/ModernGroove)
An entertaining lightshow generator, containing five full dance albums. **Overall 06**

MONSTERS, INC

(SCEE/Disney Interactive)
Disney Platform game, based on the film. Initially amusing but sloppy and basic with a lifespan of no more than a few hours, though the film clips are entertaining. **Overall 04**

MOTO GP

(SCEE/Namco)
Gran Turismo on two wheels? Ish. A fantastic motorbike sim that rewards repeated play. **Overall 07**

MOTO GP 2

(3DO/3DO)
A refreshing bike racer. Slightly repetitive gameplay and a shallow multiplayer, but slick, fast and realistic. Excellent 3D graphics and race replay facility. **Overall 07**

MOTOR MAYHEM

(Infogrames/Beyond Games)
Unoriginal deathmatch-based vehicle blasting. **Overall 05**

MTV MUSIC GENERATOR

(Codemasters/Jester)
Home DJ sample/mixer music maker. It's enormous fun and nigh-on faultless. This is exciting and well put together – pick it up and start making your own choons! **Overall 09**

MX SUPERFLY 2003: FEAT RICKY CARMICHAEL

(THQ/Pacific Coast Power)
Polished and engaging motocross sim that utilises its subject matter to great effect. An excellent extreme game. **Overall 07**

MX RIDER

(Infogrames/Paradigm)
Motocross/supercross sim that lacks the true grittiness and excitement of the sport. **Overall 06**

NBA HOOPZ

(Midway/Eurocom)
Instant arcade-styled basketball sim but there are better ones on the street. **Overall 06**

NBA LIVE 2001

(EA Sports/EA Sports Canada)
Solid and playable. Thrills are thin on the ground, though. **Overall 06**

NBA LIVE 2002

(EA Sports/EA Sports Canada)
An update of *NBA Live 2001*? Only for true basketball nuts. **Overall 06**

NBA STREET

(EA Sports/Big/EA Sports)
Great looks, great to play, but not what most will want. There's room for improvement. **Overall 06**

THE SHORTLIST

★ **NEED FOR SPEED: HOT PURSUIT 2**
(EA/Blackbox)
One of the better arcade racers to grace the PS2. Truly the best of the NFS series, not just a PS2 update.
Overall 08

★ **NFL QUARTERBACK CLUB**
(Acclaim/Acclaim Studios Austin)
American football game that has unique features, but unable to compete with *Madden 2002*.
Overall 08

★ **NHL 2001**
(EA Sports/EA Sports Canada)
EA Sports' perennial ice hockey licence that hits the mark. As Jamie Oliver might say, "Puckal"
Overall 08

★ **NHL 2002**
(EA Sports/EA Sports Canada)
The definitive ice hockey videogame, and a marked improvement on *NHL 2001*.
Overall 08

★ **NHL HITZ 2002**
(Midway/Black Box)
A satisfying, if short-lived, arcade-style ice hockey game.
Overall 06

★ **NY RACE**
(Wanadoo/Kalisto)
Average future taxi racer, based on the opening sequence of Luc Besson's sci-fi epic *The Fifth Element*. Nothing Crazy to see here.
Overall 05

★ **ONI**
(Rockstar/Bungie Software)
New character animation in an enjoyable third-person sci-fi romp.
Overall 07

★ **ONIMUSHA: WARLORDS**
(Capcom/Capcom)
Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an iffy PAL conversion, though.
Overall 08

★ **OPERATION WINBACK**
(Midas Interactive/KOEI)
Lacks variety, but still manages to be an enjoyable stealth shooter, nevertheless.
Overall 06

★ **ORPHEN**
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Overall 04

★ **PARAPPA THE RAPPER 2**
(SCEE/NanaOn-sha)
Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia.
Overall 07

★ **PARIS-DAKAR RALLY**
(Acclaim/Broadsword Interactive)
Based on the race of the same name, this sim does little to inspire interest.
Overall 05

★ **PENNY RACERS**
(Midas/Takara)
A half-baked and underfed GT3, with just a few good tracks, it's a difficult one to recommend to anybody wanting a great racer.
Overall 04

★ **POLICE 24/7**
(Konami/KCET)
Basic cop-shot light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot-'em-up.
Overall 05

★ **POOLMASTER**
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.
Overall 05

★ **PORTAL RUNNER**
(3DO/3DO)
Vikki, of *Army Men* notoriety, gets her own title. It's the best of a bad bunch.
Overall 05

★ **PRISONER OF WAR**
(Codemasters/Wide Games)
Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, compelling adventure game.
Overall 07

★ **PRO EVOLUTION SOCCER**
(Konami/Konami TYO)
Konami TYO updates *ISS* *Pro Evolution* and creates the best football sim not only on PS2, but on any system to date.
Overall 09

★ **PROJECT EDEN**
(Eidos/Core Design)
Look beyond some not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.
Overall 08

★ **QUAKE III**
(EA/id & Bullfrog)
In four-player, this FPS is the best multiplayer yet. A technical tour de force, it runs like greased lightning and looks absolutely gorgeous.
Overall 09

★ **RAYMAN M**
(Ubi Soft/Ubi Studios France)
Based primarily on multiplayer action. Some good ideas, but the gameplay is nothing new.
Overall 06

★ **RAYMAN REVOLUTION**
(Ubi Soft/Ubi Soft)
Animation-quality graphics elevate this classic platformer starring a disjointed hero. A title worthy of PS2.
Overall 08

★ **READY 2 RUMBLE: ROUND 2**
(Midway/Midway)
A marvellous, arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.
Overall 07

★ **RED FACTION**
(THQ/Volition)
Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed *Quake III*. Marred only by some average level design.
Overall 08

★ **RESIDENT EVIL CODE: VERONICA X**
(Capcom Eurosoft/Capcom)
A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious amounts of blood-letting. Give in to its disgustingly depraved clutches.
Overall 09

★ **REZ**
(SCEE/Sega [UGA])
Fight computer viruses from within the system. Exploring the relationship between sound and colour this techno shooter provides pure gameplay.
Overall 09

★ **RIDGE RACER V**
(SCEE/Namco)
A popular racer, but high hopes were scuppered by the limited size and a lack of originality.
Overall 07

★ **RING OF RED**
(Konami/KCEI)
A mech RTS that's fun? Oh yes. A must-buy for the discerning robot-fetishist after something different.
Overall 08

★ **ROBOT WARLORDS**
(Midas Interactive/DaZZ)
Many other superior mech games make this redundant in a somewhat minority genre in Australia.
Overall 04

★ **ROBOT WARS**
(BBC Multimedia/Climax)
TV show tie-ins rarely work. Could have been a lot better. Stick to watching the real 'bot battles instead.
Overall 05

★ **RUGBY**
(EA Sports/Creative Assembly)
So far the only PS2 game to represent this sport. More akin to Madden than FIFA in approach, a highly enjoyable and refined take on the sport. EA Sports does it again.
Overall 08

★ **RUMBLE RACING**
(EA/EA)
Fast and furious arcade stunt racer that has tons of challenge and replay value, especially in Two-Player mode. Full of totally insane courses to put you through your paces.
Overall 08

★ **RUNE: VIKING WARLORD**
(Take 2/Human Head)
A Viking slash-'em-up that should have been confined to the Dark Ages.
Overall 04

★ **SALT LAKE 2002**
(Ozisoft/Attention To Detail)
Soulless Winter Olympics game. Decent weather effects but the majority of events are rather tedious.
Overall 03

★ **SHADOW OF MEMORIES**
(Konami/KCET)
Filmic adventure that keeps the surprises coming with a serpentine plot.
Overall 08

★ **SHAUN PALMER'S PRO SNOWBOARDER**
(Activision/Dearsoft)
Basically *Tony Hawk's* on snow. It's an exhilarating sport, but the gameplay is unimaginative and the controls sluggish.
Overall 06

★ **SILENT HILL 2**
(Konami/KCET Team Silent)
One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one relentless videogame.
Overall 09

★ **SILENT SCOPE**
(Konami/KCEO)
Slick but simple shooting gallery-style game where you play a police sniper. A great launch title that we're still playing.
Overall 08

★ **SILENT SCOPE 2**
(Konami/Konami TYO)
A worthwhile update of this arcade sniper sim, though the formula is looking tired now.
Overall 07

★ **SILPHEED: THE LOST PLANET**
(Swing!/Treasure/GameArts)
Tedious top-down shooter, that shouldn't be on PS2.
Overall 03

★ **SIR ALEX FERGUSON'S PLAYER MANAGER 2002**
(3DO/Anco)
Adept footy management sim, but lacks the killer goal.
Overall 06

★ **SKY ODYSSEY**
(SCEE/Cross for SCEI)
A flight sim where you don't have to shoot anything, just complete crazy missions.
Overall 08

★ **SLED STORM**
(EA/EA BIG)
A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.
Overall 06

★ **SMASH COURT TENNIS PRO TOURNAMENT**
(SCEE/Namco)
Deep & stylish this game suffers from disproportionate leaps in difficulty that may put off gamers.
Overall 07

★ **SMUGGLER'S RUN 2: HOSTILE TERRITORIES**
(Rockstar/Angel Studios)
Impressively big, fast and frantic, but not much different to its predecessor.
Overall 07

★ **SOLDIER OF FORTUNE: GOLD EDITION**
(Codemasters/Raven)
No-brainer first-person shooter that's average at best. Only for those craving mindless violence.
Overall 05

★ **SOUL REAVER 2**
(Eidos Interactive/Crystal Dynamics)
Soul-sucking fantasy adventure that revolves around the exploits of Raziel and his huge Reaver sword.
Overall 07

★ **SPACE RACE**
(3DO/3DO)
The cartoon Kart racer in its simplest form. Lacks originality and is a poor *Mario Kart* rip-off.
Overall 05

★ **SPIDER-MAN**
(Activision/Treyarch)
It doesn't display huge innovations over its PSone counterpart, although it's a solid and enjoyable Spidey title either way.
Overall 07

★ **SPLASHDOWN**
(Infogrames/Rainbow Studios)
Above average Sea-Doo racer, with impressive water effects. The racing is sluggish, though.
Overall 07

★ **SPY HUNTER**
(Midway/Paradigm)
Pretend to be James Bond. Captures the spirit of the original game and adds further shiny next-gen knobs.
Overall 08

★ **SSX TRICKY**
(EA Sports Big/EA Sports Canada)
Inventive rainbow coloured high speed snowboard game packed with crazy courses, and crazier characters.
Overall 09

★ **STAR WARS: STARFIGHTER**
(Activision/LucasArts)
Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound effects.
Overall 09

★ **STAR WARS: SUPER BOMBAD RACING**
(Activision/Lucas Learning)
Banal cartoon kart racer. The Force is weak with this one.
Overall 05

★ **STATE OF EMERGENCY**
(Take 2/VIS Entertainment)
A shallow but worryingly enjoyable game that puts the player at the centre of a riot.
Overall 06

★ **STAR TREK VOYAGER: ELITE FORCE**
(Codemasters/Raven Software/Pipedream Interactive)
File next to *Soldier of Fortune* in the poor PC port drawer. If it's sci-fi shooter thrills you after, you'd be better off to grab *Red Faction* on platinum instead.
Overall 04

★ **STUNTMAN**
(Atari/Reflections)
Won't have the wide appeal of the driver games due to its difficulty, but it's an ingenious concept that thrills and entertains.
Overall 08

★ **SUMMONER 2**
(THQ/Volition)
Follow-up to the RPG launch title. More action orientated than the original, but still an epic adventure for fans of fantasy.
Overall 08

★ **SUPERCAR STREET CHALLENGE**
(Activision/Exakt)
A by-the-book arcade racing game round desolate cities. Nothing to recommend it.
Overall 04

GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information? But don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been round since the ZX Spectrum by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

Afterburn: An extra kick of power in flight sims.
AI: Artificial Intelligence.
Analogue: Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.
Boarders: Snowboarders or games featuring the alpine sport.
Coin-op: Coin-operated arcade videogames.
Cut-scene: Explanatory, non-playable scene in videogame (also 'FMV').
CPU: Central Processor Unit. Brains of PS2.
Dev Kits: Programmable PS2s used by developers.
D-pad: Direction pad on PS2 controller.

Dual Shock controller: Controller for PSone.
Dual Shock 2: Controller designed for PS2 (with analogue).
ECTS: European Computer Trade Show.
E3: Electronic Entertainment Expo (US).
Frame rate: Number of images drawn per second in games. Higher frame rate = smoother animation.
FPS: First-Person Shooter (eg *Quake III*).
Hack 'n' slash: Refers to game (usually fantasy) featuring blade combat.
High res: High resolution (graphics).
HUD: Head Up Display.

Screen furniture such as map, speedometer, etc.
Iconography: Graphical shorthand defining game, genre etc.
Low res: Refers to poor quality graphics.
L3: Pressing down on the PS2 controller's left joystick.
Mini-games: Bonus, playable games found in larger titles.
Polygon: Building block of videogame graphics.
PSone: The precursor to PS2. If you don't know what this is then frankly there's no hope for you.
Real-time: When one second of game time

equals one second in the real world.
RPG: Role-playing game.
RTS: Real-time strategy.
R3: Pressing down on the PS2 controller's right joystick.
Sim: Simulation.
Strafe: Move sideways while looking straight.
USB: Port to connect peripherals such as keyboard to PS2.

**If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.*

SIX OF THE BEST

OUR DAN IS PLAYING:



1. PRO EVOLUTION SOCCER 2

I have to ashamedly admit that I never got my hands on a copy of the first *Pro Evo* game, and Richie made it his mission to ensure that I got the chance to be a convert this year. After a little cursing having to pick up a new playing style, I'm left with little to do but to thank Richie.

* *Pro Evolution Soccer 2* is out now from Infogrames

2. FIFA 2003

Don't think that my sudden love of PES2 has put me off the new FIFA game. Kudos to EA for giving the series an overhaul and making it harder to pick a soccer game.

* *FIFA 2003* is available now from EA.



3. LOTR: THE TWO TOWERS

As a fan of both all things fantasy & beat 'em ups, this was like a dream come true. All the action from the epic story, with the dull bits edited out. Sweet.

* *LOTR: The Two Towers* is out now from EA.



4. TIMESPLITTERS 2

The best multi-player FPS game on a console hands down. Our 16-player LAN feature was a magic gaming session, and it won't be the last time we do the i-Link thing!

* *The Thing* is out now from Vivendi Universal



4. MARVEL VS. CAPCOM 2

It's not just my old-school gamer side coming to the fore, *MVC2* is one of the best games for fighting fans who wants to get into learning tricky hardcore combos.

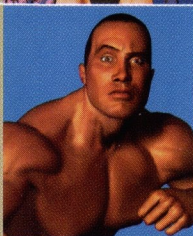
* *Marvel vs Capcom 2* is out soon from THQ.



6. WWE SMACKDOWN: SHUT YOUR MOUTH

Funny as it may seem to those who know me, I'm a closet wrestling fan from way back. No other games close to emulating an episode of *WWE* as this. Choice!

* *WWE Smackdown: SYM* is out now from THQ.



SWING AWAY GOLF

(EA Sports/T&E Soft)
Cutesy PSone golf sim that's let down by a poor PS2 conversion.

Overall 03

TARZAN FREERIDE

(Ubi Soft/Disney Interactive)
Based on a Disney film of the same name, this tries to be different with 'surfing' tree branches, but it doesn't work.

Overall 04

★ TEKKEN TAG TOURNAMENT

(SCEE/Namco)
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves should keep the *Tekken* faithful happy until the next 'proper' instalment reaches the shelves. Meanwhile, keep your eyes peeled for *Tekken 4*.

Overall 08

TEST DRIVE:

OFFROAD WIDE OPEN
(Infogrames/Angel Studios)

A tidy but limited offroad racer, from the makers of *Smuggler's Run*.

Overall 06

TOP GEAR: DARE DEVIL

(Kemco/Papaya Studios)
Mission-based retro car racer that fails to provide innovation or excitement.

Overall 05

THE BOUNCER

(SCEE/Squaresoft)
A fun, accessible brawler whose adventuring elements are fairly limited.

Overall 06

★ THE HOOBOS

(SCEE/Runecraft)
Strictly for gamers of pre-school age, this is a faithful and entertaining reproduction of the popular kids' show.

Overall 08

THE MUMMY RETURNS

(Vivendi Universal/Blitz Games)
Sub-standard, adventure-based movie tie-in. You're better sticking to the more reliable *Tomb Raider* collection.

Overall 05

THE SIMPSONS: ROAD RAGE

(EA/Radical Entertainment)
It's *Crazy Taxi* but with Bart and Homer behind the wheel.

Overall 06

★ THE THING

(Vivendi/Computer Artworks)
Not only does it do justice to the classic horror film, but also introduces fear and trust issues to the survival-horror genre.

Overall 08

THE WEAKEST LINK

(Activision/Activision)
You'll get more enjoyment playing along with the TV show than you will from putting up with the viper-tongued host.

Overall 04

THEME PARK WORLD

(EA/Bullfrog)
Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstiles a-spinnin' is your prime directive.

Overall 07

THIS IS FOOTBALL 2002

(SCEE/Team SoHo)
Has an excellent one-two passing system, but is otherwise in the shadow of *Pro Evolution 2* and *FIFA 2003*.

Overall 07

THUNDERHAWK: OPERATION PHOENIX

(Eidos/Core Design)
A brave attempt to blend arcade and sim with choppers.

Overall 07

TIGER WOODS PGA TOUR 2001

(EA Sports/EA Sports)
Authentic golf sim, a tad undermined by a random control system.

Overall 06

★ TIME CRISIS 2

(SCEE/Namco)
PS2's first on-rails light gun title sets the standard for others to follow. Has a great Two-player co-op mode.

Overall 08

★ TIMESPLITTERS

(Eidos/Free Radical Design)
Fun, fast, frantic and inventive first-person shooter. Buy it for the addictive split-screen multiplayer madness.

Overall 09

★ TIMESPLITTERS 2

(Eidos/Free Radical Design)
Takes the multiplayer mayhem from *TimeSplitters* and adds a ton of options. Major visual improvements, i-Link for 16-player games, single-player map maker. The works!

Overall 10

★ TONY HAWK'S PRO SKATER 3

(Activision/Neversoft)
Fantastic skate sim that's perfect to play whether you've got two minutes or two hours to spare. Notable for being the first PAL game to have online network play, too.

Overall 09

★ TONY HAWK'S PRO SKATER 4

(Activision/Neversoft)
Besides a couple new moves, *THPS4* takes the series in a refreshing new direction, allowing the player to go and skate around, interact with the locals, and do things at their own pace.

Overall 10

TOP GUN

(Virgin Interactive/Digital Integrations)
A flight sim that seems to have been designed by people who have never even seen a plane. A few arcade thrills.

Overall 04

★ TWISTEDMETAL: BLACK

(SCEE/Incognito)
On a post-nuclear-war planet, it's time to drive around in frenzied vehicle-based hedonism. This is everything that you'd expect a *Twisted Metal* game to be on PS2 - and then some.

Overall 08

UEFA CHAMPIONS LEAGUE

(Take 2/Silicon Dreams)
A very run of the mill soccer title which, with its very narrow focus on a single tournament, has extremely limited appeal. If you have *ISS* or *FIFA*, you don't need this.

Overall 06

★ UNREAL TOURNAMENT

(Infogrames/Epic Games)
A satisfyingly gory, totally over-the-top and immensely playable first-person shooter.

Overall 08

★ V8 SUPERCAR RACE DRIVER

(Codemasters/OziSoft)
Real damage, real V8s. Real Aussie tracks. Real fun. The best racing game seen so far on the PlayStation 2 with the best cars in the world. What's not to love?

Overall 09

★ V-RALLY 3

(Infogrames/Eden)
Not as instantly playable as *WRC*, but effort pays off with some very satisfying racing. It's head and shoulders above the majority of PS2 rally fare.

Overall 08

★ VAMPIRE NIGHT

(SCEE/Namco)
A vampire-blasting light gun extravaganza that looks great but has questionable replay value once the bad boys are all put to rest. Again. Great for building bulging biceps, though.

Overall 08

WACKY RACES STARRING DASTARDLY AND MUTTLEY

(Infogrames/Infogrames)
Misty-eyed fans of the TV series will love the visuals. A shame the game isn't all that great.

Overall 06

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY

(Ubi Soft/Disney Interactive)
The game guaranteed to get to dancing round your living room like a loon.

Overall 04

WILD WILD RACING

(Rage/Rage)
Off-road buggy-racing game with initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.

Overall 06

★ WIPEOUT FUSION

(SCEE/Studio Liverpool)
Style and substance are here in the most fully realised *WipeOut* yet. This future racer is as smart and extreme as it gets. Comes complete with a cracking soundtrack.

Overall 09

★ WORLD CHAMPIONSHIP SNOOKER 2002

(Codemasters/Blade)
Extremely playable snooker sim that may convert sceptics. Take part in the all-star tournament playing as Hendry or Doherty. Incredibly playable.

Overall 08

WORLD DESTRUCTION LEAGUE: THUNDER TANKS

(3DO/3DO)
Arcade tank sim that's brilliant in Four-Player Deathmatch mode. Lacks lasting appeal in One-Player mode, though.

Overall 07

WORMS BLAST

(Team 17/Ubi Soft)
A Tetris-like departure from the usual *Worms* fare, but one that lacks depth.

Overall 06

★ WORLD RALLY CHAMPIONSHIP

(SCEE/Evolution Studios)
The most realistic, exciting rally experience ever committed to a videogame. This is a pristine example of next-generation programming that no self-respecting gamer should be without.

Overall 09

★ WWE SMACKDOWN! 'JUST BRING IT!'

(THQ/Yuke's)
Step into the spandex pants of The Rock and chums. This is without a doubt the most realistic representation of the *WWE* experience on a console yet. Top stuff.

Overall 08

★ ZONE OF THE ENDERS

(Konami/KCEJ)
Cool mech thriller from *Metal Gear's* Hideo Kojima, with bonus *MG2* demo just to get you in the mood.

Overall 09

DATABASE

Can't get hold of one of the games in *The ShortList*? Something gone wrong? Need to check a release date? Here's the definitive list of all Aussie PS2 publishers.

Acclaim

03 9674 5900
www.acclaim.com
Tea House Level 4, 28 Clarendon St
South Melbourne, Vic 3205

Activision Pty. Ltd.

02 8876 5718
www.activision.com
Century Plaza Level 1, 41 Rowson St
Epping, NSW 2121

Electronic Arts

02 9264 8999
www.easports.com.au
Level 3, Suite 3 13-15 Wentworth Avenue
Surry Hills, NSW 2010

Interplay Australia

02 9431 1311
www.interplay.com
Unit 1, Level 3 39 Herbert St
St. Leonards, NSW 2064

OziSoft (Infogrames)

1800 060 605
www.generation.com.au
32 Bowden St
Alexandria, NSW 2015

Red Ant Enterprises Pty. Ltd.

02 9582 3812
www.red-ant.com.au
Unit 1, 1 Short St
Chatswood, NSW 2065

Sony Computer Entertainment

02 9324 9500
www.scee.net
PO Box 5023
Darlhurst, NSW 2010
Anti-Piracy Hotline Number: 02 6266 5111
Anti-Piracy E-mail: piracy@scee.net

Take 2 Interactive

02 9482 3455
www.take2interactive.com.au
Unit 5, 6-18 Bridge Rd
Hornsby, NSW 2077

THQ Asia Pacific Pty. Ltd.

03 9573 9200
www.thq.com
Level 2, 578 St. Kilda Rd
Melbourne, Vic 3004

Ubisoft Entertainment

02 8503 1800
www.ubisoft.com
Level 3, 111-117 Devonshire St
Surry Hills, NSW 2010

Vivendi Universal Interactive Australia Pty. Ltd.

02 9902 7722
www.vup-interactiva.com.au
[Sipra, Blizard] Ground floor, 1 Chandos
St St. Leonards, NSW 2065

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AUTO MODELLISTA

HAVEN: RETURN OF THE KING

LOTR: FELLOWSHIP OF THE RING

HARRY POTTER: CHAMBER OF SECRETS

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THE GETAWAY

BATTLE ENGINE AQUILA

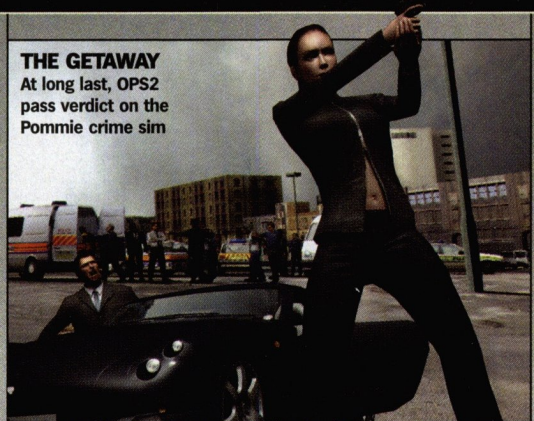
MX SUPERFLY

TREASURE PLANET

AND MUCH, MUCH MORE!

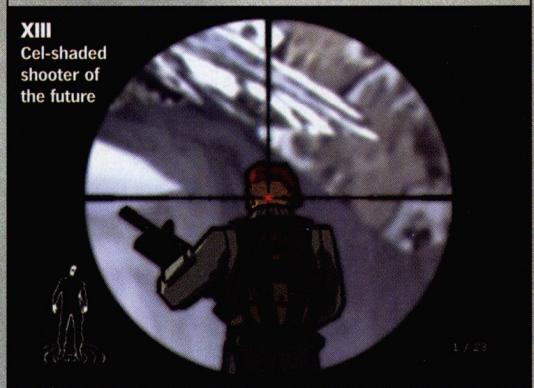
THE GETAWAY

At long last, OPS2 pass verdict on the Pommie crime sim



XIII

Cel-shaded shooter of the future



HARRY POTTER: CHAMBER OF SECRETS

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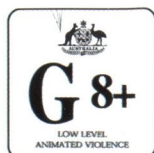


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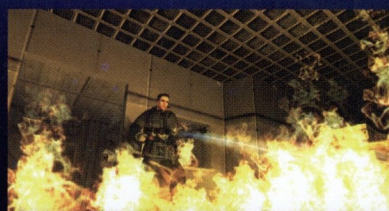
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